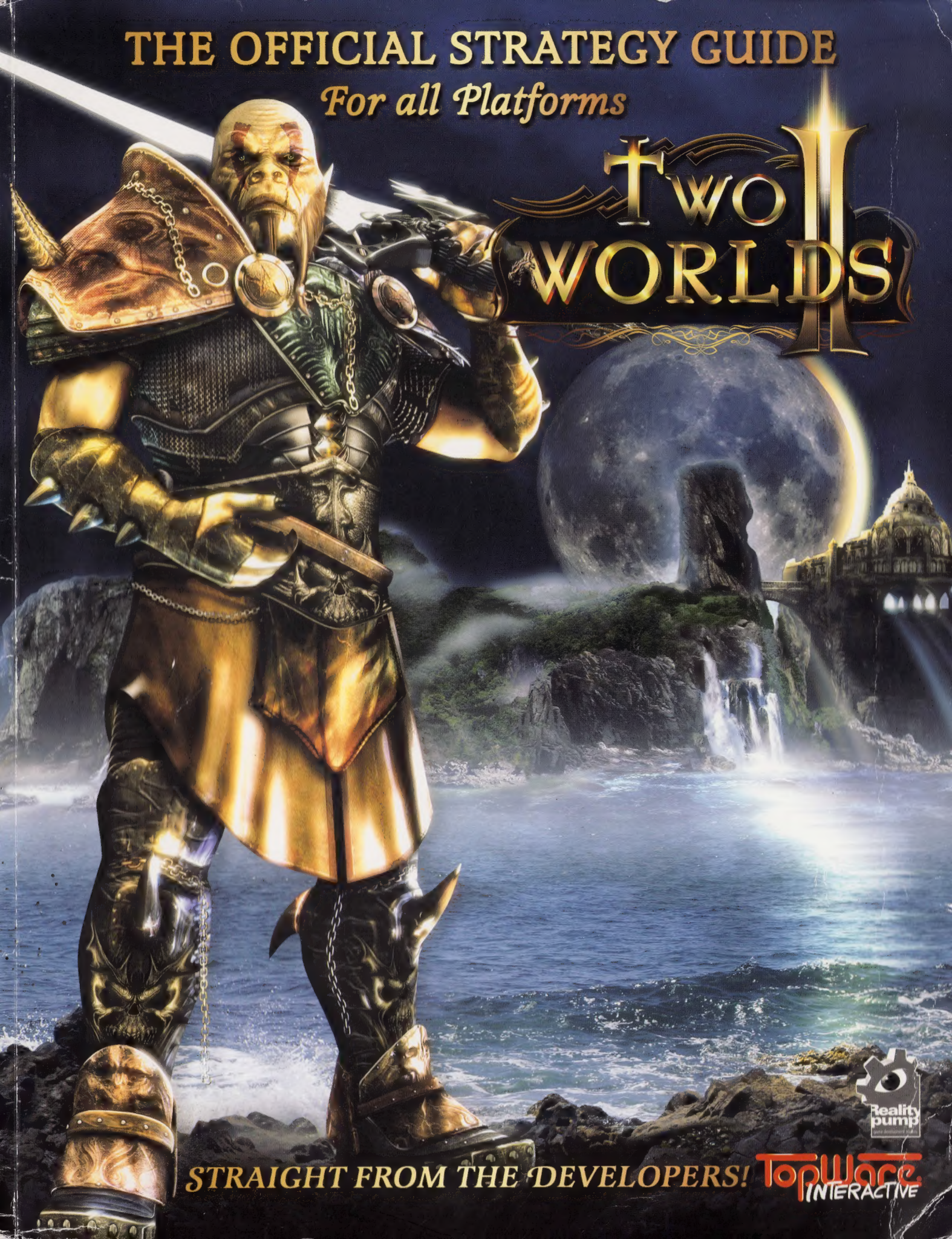
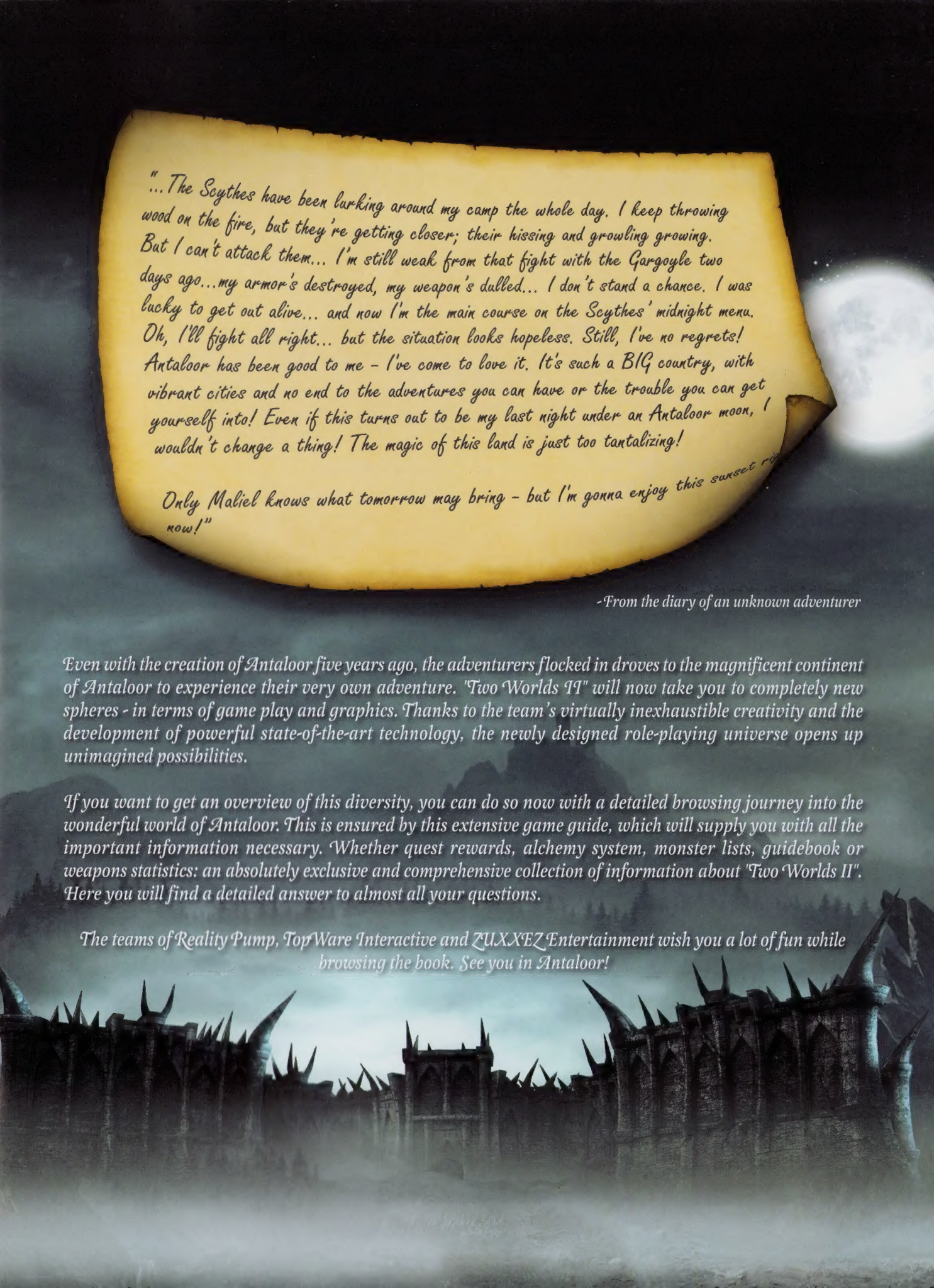
# THE OFFICIAL STRATEGY GUIDE

*For all Platforms*




"...The Scythes have been lurking around my camp the whole day. I keep throwing wood on the fire, but they're getting closer; their hissing and growling growing. But I can't attack them... I'm still weak from that fight with the Gargoyle two days ago...my armor's destroyed, my weapon's dulled... I don't stand a chance. I was lucky to get out alive... and now I'm the main course on the Scythes' midnight menu. Oh, I'll fight all right... but the situation looks hopeless. Still, I've no regrets! Antaloor has been good to me – I've come to love it. It's such a BIG country, with vibrant cities and no end to the adventures you can have or the trouble you can get yourself into! Even if this turns out to be my last night under an Antaloor moon, I wouldn't change a thing! The magic of this land is just too tantalizing!
Only Maliel knows what tomorrow may bring – but I'm gonna enjoy this sunset ri
now!"

*-From the diary of an unknown adventurer*

*Even with the creation of Antaloor five years ago, the adventurers flocked in droves to the magnificent continent of Antaloor to experience their very own adventure. "Two Worlds II" will now take you to completely new spheres - in terms of game play and graphics. Thanks to the team's virtually inexhaustible creativity and the development of powerful state-of-the-art technology, the newly designed role-playing universe opens up unimagined possibilities.*

*If you want to get an overview of this diversity, you can do so now with a detailed browsing journey into the wonderful world of Antaloor. This is ensured by this extensive game guide, which will supply you with all the important information necessary. Whether quest rewards, alchemy system, monster lists, guidebook or weapons statistics: an absolutely exclusive and comprehensive collection of information about "Two Worlds II". Here you will find a detailed answer to almost all your questions.*

*The teams of Reality Pump, TopWare Interactive and ZUXXEZ Entertainment wish you a lot of fun while browsing the book. See you in Antaloor!*

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**UPC|ISBN:**
978-3-940252-15-9
1. Edition 2010

# NARRATIVE PROLOGUE

*"We stand at the precipice of an era in which fact can outweigh tradition; a symbiosis of both the tangible and the arcane. Though I regret that my time in this realm may be at an end, the lesson I hope our children find most relevant is that the actions of any being cannot be polarized.*

*Darkness, is simply the absence of light. As a man who's often found himself without a candle in both literal and spiritual sense, sometimes one simply requires the help of another to find their way..."*

*- Jaromir Vahkmaar, Vlazarian Philospher*

Though the decrees of their rulers have both served and damaged the people of Antaloor, it is a realm built and governed on a single principle; balance.

Built on the foundation of the elemental magics that brought life and prosperity to their world, the original inhabitants of Antaloor established a culture that promoted the mastery of these elements, embodying their very traits to such degree, that they inevitably become one.

Water, Air, Fire and Earth - it is said that a 5th element, be it forgotten or ignored, brought forth the destruction of the Théarchs. The cause of their destruction has proven as mysterious as the history and culture of their world.

It is written that the few who survived sacrificed themselves to the very forces that created them; becoming the elder gods that not only pushed back their attackers, but rebuilt this realm in their image.

Maliel, Goddess of Air gave birth to the Elves; a shepard to all races and the keepers of knowledge.

Yatholen, God of Water created Men to tend to the needs of all lesser creatures.

Throglin, God of Earth forged the Dwarves, to shape stone and provide shelter.

Aziraal, God of Fire spawned the Dragons, to be the guardians of peace.

For a time, there was peace and prosperity throughout the land. Before long, Aziraal began to despise that which he had helped create. The fallen lord Aziraal became consumed by his fear that their enemy would one day be resurrected by those which he and the other 3 deities had blessed with the freedom of thought. He declared war upon Antaloor, giving birth to the Orcs in an effort to purge the world with fire and start anew.

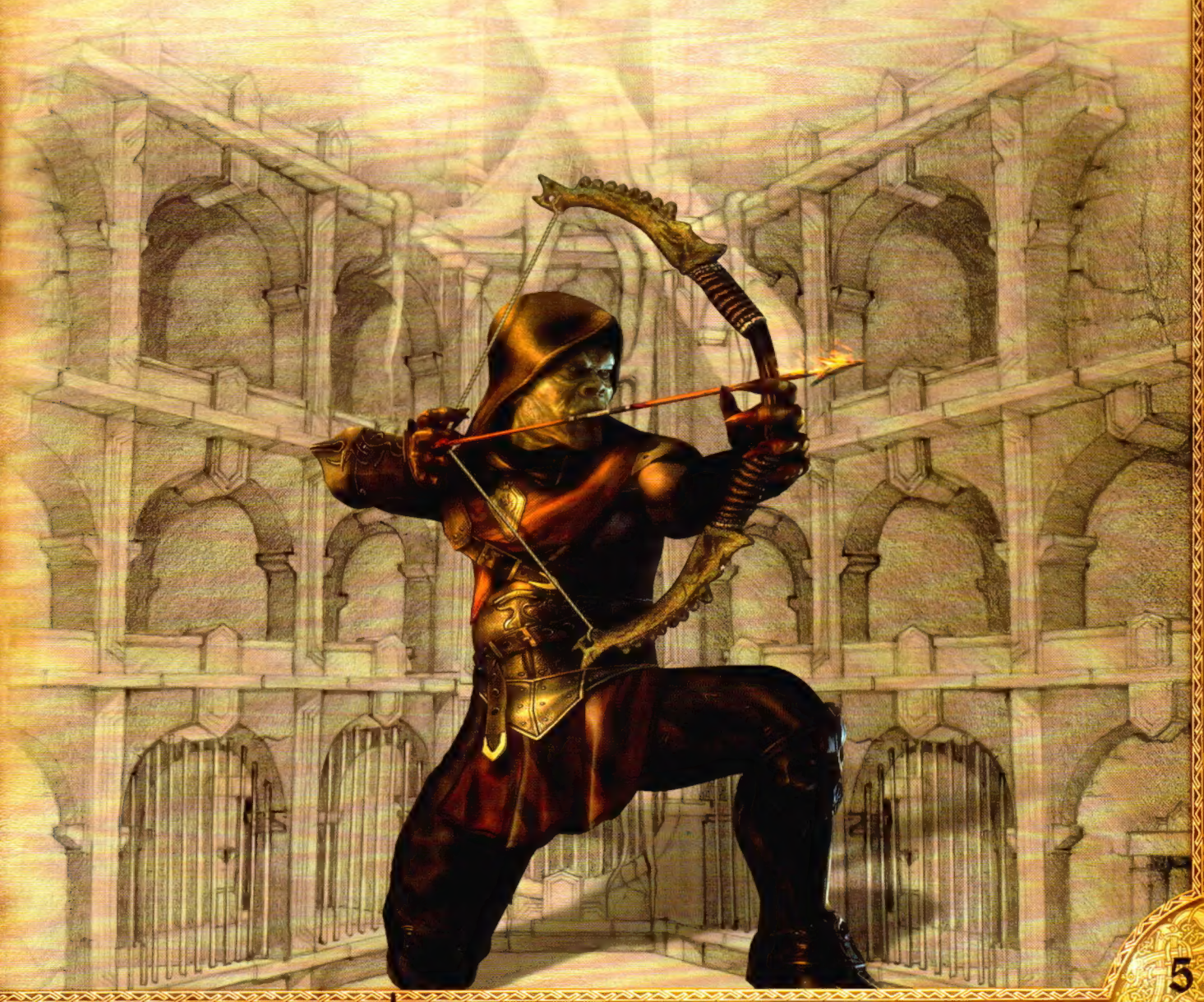
If not for the courage of a brave few, Antaloor's bosom would have been scorched of life.

Though we stand proudly at the precipice of this second glorious age in Antaloor's history, it is not one void of its own struggles and tragedy. The loss of Aziraal to his fear-driven quest for power has left all nations in a state of imbalance, inciting war between the restless Orc nation of GorGammar and the Human settlements of Cathalon.

Whispers of Aziraal's return has spread across continents, as has the story of a Cathalonian mercenary; a brother seeking the whereabouts of a woman thought to be the reincarnation of the Fire Lord himself.

As with all tales, its conclusion differs from port to port. All that is certain is that in the wake of the destruction of the Orc nation, and the dissolution of the Elvish and Dwarven settlements of Elkronas, a new era may once again be upon us.

And if the stories about the new lord of Castle Vahkmaar are truly to be believed, the acts of a single mercenary will be no substitute for the aid of our patrons...



# INTRODUCTION

## WHIMSICAL

*A long time ago in a land far, far away...* wait – that's not right. Antaloor is hardly a place where fairy tales happen. We're talking about a kingdom filled with evil and tyranny, here! A place where a man has to wear his wits on his sleeve and his fearlessness on his sword belt! His lust on his... well, you get the picture.

Now, nobody's trying to turn this story political. The authors of this guide are all for bipartisanship. But, Gandohar's not exactly your everyday, benevolent ruler. The Gods only know what he does with people who disagree with him. We're not saying we're those people.

Some very powerful people from Gandohar's regime read this publication, and we want to assure them we're just reporting an opinion. The point is, things have changed in Antaloor since Gandohar took over. Some would say they've changed for the worse. We're not supporting that conclusion.

But, those people might suggest – probably the same ones who aren't on Team Gandohar and who say they don't prefer being ruled by a ruthless God-Emperor - that what Antaloor needs is a hero. A savior, to pull her from this downward spiral and restore her to the grace of the Gods. Again, just what we've heard.

We're guessing, since you're reading this, that you might fancy yourself such a hero. Make no mistake: what you're about to embark on is a trial of sweat and blood, of tears and despair; a task so great none before you has ever met it with success. Some have tried, to be certain... and the gates of Castle Vakhmaar have won some excellent decorations. Who doesn't love a tar-slathered head?

After a few days, once the crows have been at the eyes and lips for a while, they almost look like they're laughing. Laughter makes us happy.

While the authors of this guide would never dare to challenge our glorious Emperor's motivations - especially where castle décor is concerned - we have no problem challenging you on yours. Why do you wish to embark on this quest? Is it for glory, fame, money, or love?

Ask yourself if any of those things are worth dying for. Maybe size yourself up in the mirror and see if doing a few pull-ups or crunches wouldn't help... you're gonna need it. Nobody's going to be there to hold your hand. Some fair maiden or haggardly tavern wench might be there to hold other things from time to time, but don't count on it.

Maybe if you work hard. You never can tell with Antaloori women... one day they're stroking your ego, the next they're trying to cut it off. We're not bitter or anything. We'd just prefer a nice, tall glass of cold ale. Hell, even warm mead.

Seriously.
You've been warned.

## DARK...

The Gods must be asleep and merely dreaming of our fate, for they have surely gone from this land. Antaloor bleeds. She was so pristine, once... now, she lays broken, like a whore at the feet of our tyrant emperor. Gandohar would make the whole world his slave, if he could-

And so far, we've let him.

His evil seems to seep into the very soil. The roads are unsafe; villages burn like candles on the horizon when his agents are abroad. Men have replaced the courage in their hearts with wickedness and fraud. What peace we have, we have bought with our tongues. The truth is on everyone's lips, but fear keeps us silent... and fear is the greatest weapon of all.

There are a seldom few, brave enough to call themselves heroes, who fancy they have what it takes to undo the malignance spreading across our land. They will fight, and they will die. There is no hope for them. Their heads will decorate the walls of Castle Vahkmaar like so many tar-slathered baubles. Crows will peck out their eyes and lips. What remains of their bodies will be burned in tithing to our Emperor's hungry god of the flames, Aziraal, the Fire-Lord.

And we will pray for them... for their success, for their triumph. Without them, there is no hope for us.

Antaloor is a wide world, an open world. There are so many tasks a person can undertake on her wild frontiers, from trailblazing to hunting, sailing to cooking, even mastering the combative or arcane arts. One could lose themselves in her rolling forests or mordant swamps and never return, finding some small measure of tranquility there. But such an existence would be meaningless.

Truth does not exist unless we are free.

Would that we could rid ourselves of this bondage, to rebuild our world to the splendor it once was. But that is a dream within a dream. At least, until a true hero comes to Antaloor, whose wit is equal to his brawn, who has the Will to tear down the Powers That Be.

Such a hero would need to be well-versed in the complexities of magic, as well as the arts of war. He (or she) would need to be versatile, with many skills to employ: metallurgy, woodworking, spell creation, alchemy... these are the least of the disciplines such a hero would need. But, what our savior requires most is a staunch heart, to stay the righteous path and not fall into temptation. As our dear Emperor has shown us, power is the corruptor of souls.

Perhaps redemption is only a daydream. Perhaps it will never truly come. If even the Gods remain silent, who else can we trust? Maybe we are alone, and the only peace we have to look forward to is in death.

But, we can hope.

# MAIN QUEST

Since Gandohar seized power five years ago, life in Antaloor has become a time of constant cruelty and unrest. The inhabitants groan under the burden of the tyrant's rule. Life has changed for you too. Since that fateful day, you've been waking up to the same view over and over again - just a wall and a tiny window... and the bitter realization that your situation is hopeless.

In his crazed greed for power, Gandohar seized the throne and, although you had stood at his side, he threw you into the castle dungeons. He had only used you as a tool to gain an advantage over his enemies and become the ruler of all Antaloor. Every day brings him closer to his true objective, control over the power of Aziraal. It gets worse too... the unimaginable power of the fire god is still imprisoned within the body of your little sister Kyra, who is a prisoner in the golden cage of the tyrant.

Gandohar has a very special role for you to play in his devilish plan. The little strength you have remaining will be used to keep Kyra alive, because if she dies too soon, Aziraal will be set free in all his uncontrollable rage. In a continuous magical ritual, he intends to transfer the last of your strength to Kyra and wait for the moment when Aziraal's power becomes his for ever...

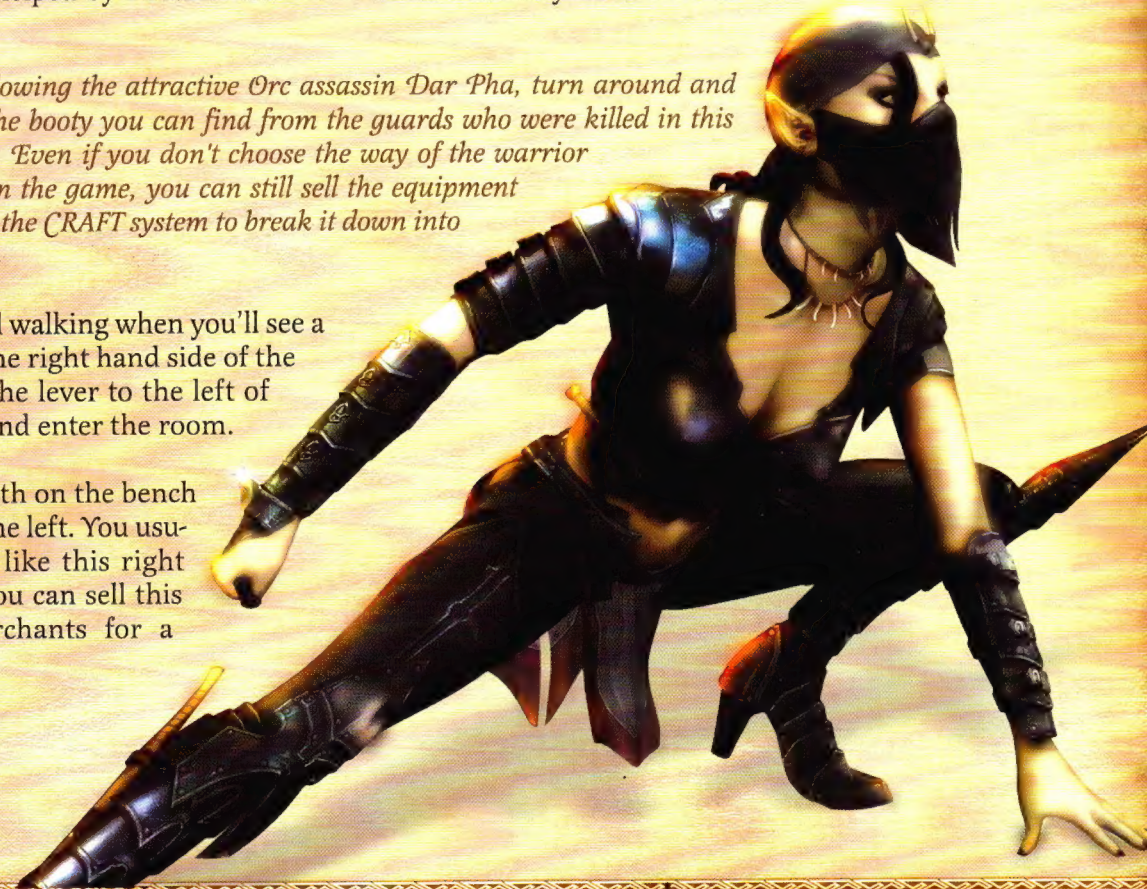
## TUTORIAL: JAIL BREAK

The game starts in the dungeons of Vahkmaar castle, where the hero has been held prisoner for the past few years. Following a spectacular starting sequence - and the first surprises - you succeed in breaking out of your prison, helped by a rescue team that could definitely be classed as "unusual".

*Before following the attractive Orc assassin Dar Pha, turn around and take all the booty you can find from the guards who were killed in this sequence. Even if you don't choose the way of the warrior later in the game, you can still sell the equipment or use the CRAFT system to break it down into its basic elements.*

You've hardly started walking when you'll see a closed cell door on the right hand side of the passageway. Move the lever to the left of the door to open it and enter the room.

You'll find a gold tooth on the bench against the wall on the left. You usually can't use items like this right away, but later on you can sell this tooth to most merchants for a handful of auras.



Now follow Dar Pha. When the two of you start wading through the water, check out the contents of a chest on the right-hand side - might be interesting. Shortly after that you'll find yourself in a fight in which an Orc warrior takes on several guards. Now you'll get to know the other two members of your personal rescue team - Nortar the Ranger and Rogdor the Warrior! Rogdor wants you out of Gandohar's stronghold as quickly as possible – but follow your beautiful female rescuer, you'll see the other two again soon enough. Oh, and don't forget to search the corpses of these guards too... who knows what you might find?

Follow Dar Pha up the winding stairway and talk to her to find out more about her. Now you'll gain access to the upper floors of the stronghold. Go into the library on the right near the end of the passageway. There's a hidden switch in here. To find it, go up the stairs and keep to the right.

The switch, a wooden wheel, is in a niche between two rows of books. Collect all the potions and books you can find here - they'll prove useful later. Go back down to Dar Pha, follow her advice and enjoy the next cutscene.

Your old adversary Gandohar now knows about your escape - and Mr. Evil has mobilized his entire force of palace guards to find you. Sordahon himself, Gandohar's right-hand 'man', has even been given the task putting you back in your cell - alive.

Walk down the stairway with Dar Pha into the throne room. In the following cutscene, the Orc warrior Rogdor has a fierce one-on-one battle with Sordahon and a hitherto unknown ally appears for the first time – it's the Battle Mage of the Orcs, Ghortarius. However, the rescue attempt doesn't quite go according to plan. You and Dar Pha are left behind. Now scoot! Follow the assassin as fast as you can down to the lower regions of the stronghold.

Pursued by many guards, you once again find yourself in a difficult situation. An iron gate swings shut, separating you from Dar Pha and halting your headlong flight. Now it's time for the first mini-game: lockpicking. When you've got several lockpicks, you can open the iron door on the right. Now swim through to Dar Pha (when you're almost there, turn left for a look into another forgotten chest).

After a short conversation with her, it's time for rescue plan B - and that means using the teleporter in the alchemy laboratory to get out of the castle and find your freedom at last.

In the laboratory, collect everything you can. Pick up the club beside Dar Pha and talk to her. fight the guard, then follow Dar Pha into the teleporter.

## ALSORNA: THE RESCUE

After a bumpy but not too unpleasant landing on Alsorna, you'll be introduced to another game element - assassination. Walk along the path until you encounter the first Grom. Use assassination to kill him quickly and silently. You could, of course, fight him man-to-man, but if you do, two friends of his standing guard a little further away will run to help him.

Just assassinate the first Grom, do the same job on the other two and get into the teleporter.

- 1 - Starting point
- 2 - Teleport
- 3 - Orc camp
- 4 - Destroyed bridge
- 5 - The Prophet's Temple
- 6 - Orcs' quarters
- 7 - Camp of the Groms/Teleport stone
- 8 - Shipwreck
- 9 - Arghud's Cave

- Teleport
- Ruins
- Entrance to the cave
- Grom Camp
- Shops | Merchants
- Altar of Maliel (Willpower)
- Altar of Aziraal (Strength)
- Altar of Throglin (Endurance)
- Altar of Yatholen (Accuracy)

When you get to the other side, tell Rogdor what happened. Nortar and Ghortarius will get to Dar Pha as quickly as they can to help her out of her dangerous situation, while Rogdor introduces you to the basics of combat - and you'll soon have to defend yourself against a few Groms who get in your way. Use Rogdor's recommended combat tactics to get past this obstacle quickly.

The cross the ravine slowly and carefully by crawling on the tree trunk. Kill the Grom on the other side using mixed combat tactics and carry on to the summit. Here a short cutscene has the hero causing an avalanche of stones to roll down the mountain, flattening the Grom camp in the valley. After this uplifting event, head back in the direction of the Orc camp to check out Dar Pha and see if she's ok.

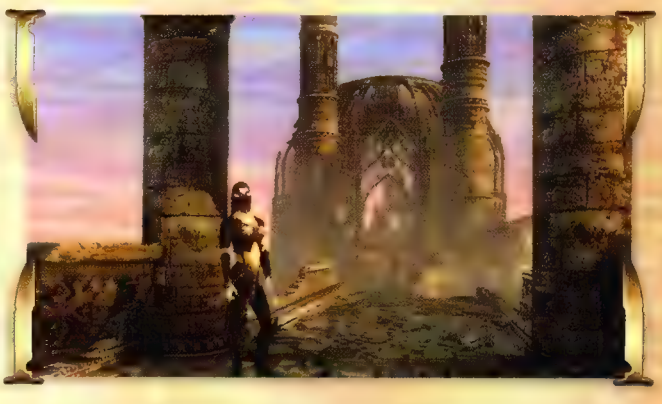
On the other side of the ravine, you meet Nortar the Ranger - he gives you a few useful tips on archery, which you can use right away against a horde of attacking Groms. When you've become familiar with your bow, follow the Orc in the direction of the camp.

**REWARD: 300 experience points**

## ALSORNA: THE PROPHET

Now that you've learned the basics of combat, it's time to meet the Prophet. Follow Dar Pha to the collapsed bridge where Ghortarius tries to repair the smashed parts of the bridge and put it back together using magic - he fails, however, because there are several Necris underground, interfering with the flow of magic.

Now you'll be teleported into the catacombs with him to kill the Necris and put a stop to their negative influence.



Hurl fireballs against the first attackers to kill them off quickly. After a quick conversation with Ghortarius, move fast in the direction of the Pentagram and when you reach it, stand right in it. Change to your spatial spell and destroy the attacking Skeletons. Ghortarius will leave you to find your own way out of the catacombs. Go to the end of the passageway. On the right, open a closed door - and now you'll find out why it was closed... a Demon is imprisoned in there by a magic spell.

You have to defeat it. Use the magic, the skill book and the amulet (you'll find them at the entrance to the room) to put together your first mean spell to destroy the Demon. Good job! The main causes of the negative vibrations have been destroyed for now, so you can now use the teleporter to get back up to the surface.

The next attempt to repair the collapsed bridge now works. Cross the bridge and you'll soon have the honor to meet the Prophet...Cassara.

## A PLACE TO STAY

Your tattered and filthy garments apparently disturbed the aesthetic sensibilities of the Prophet, because she generously gives you the outfit lying on the table beside her throne. She also gives you a room like the Orcs have been given. Before you go to Dar Pha, keep your eyes open for a skillbook – it's to the left of the throne.

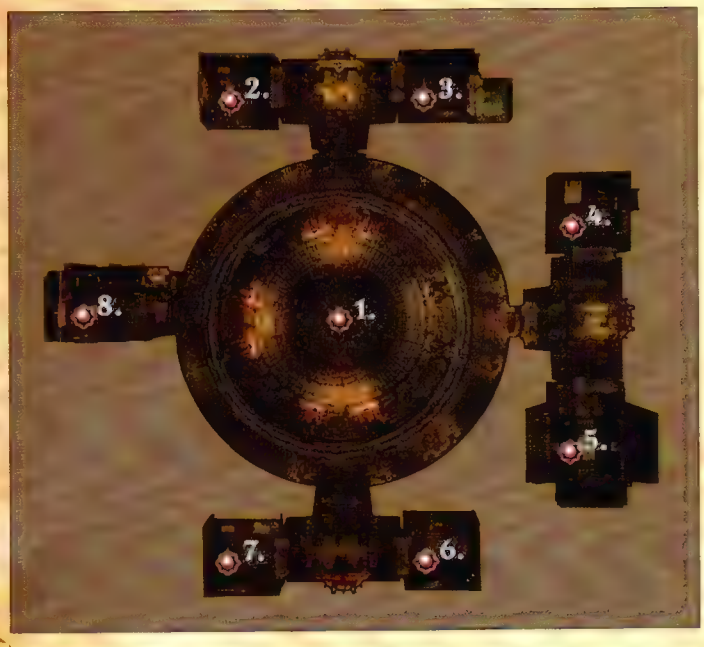
Dar Pha will then take you to your quarters, although she won't actually go in there with you. Everything in this room belongs to you, so don't suffer any pangs of conscience - collect everything you can find. By the way, you can do more than empty the chests, you can also fill them to lighten your inventory... maybe with the swords from the guards' corpses at the beginning of the game? OK, you can't use swords yet... but that will soon change!

## SOKARIS

Talk to Dar Pha and follow her back to the staircase. Now it's time for a parting of the ways, because Dar Pha has something more important to do than just flirt with you... and you're going to meet with - and learn new skills from - the last Orc living here, the hard-working blacksmith Sokaris.

He'll teach you the basics of smithy work and also ask you to bring him five units of steel. Using your newly-learned skills, it should prove an easy task for you to break down the various different items of equipment you've collected into their basic parts and find some steel among them.

Tell Sokaris about the success of your work and he'll be happy to share more knowledge with you. This knowledge will provide you with yet another talent - melting down gemstones and forging them into your weapons. And if you happen to need new armored items, you can once again turn to Sokaris, your friendly Orc and merchant. Equipped with your new outfit, leave the smithy and head upwards.




**REWARD: 800 experience points**
**ENABLES QUEST: The Runestones**

### ALSORNA

- 1 - Main Hall
- 2 - Own room
- 3 - Ghotarius' room
- 4 - Dar Pha's room
- 5 - The Prophet's room
- 6 - Rogdor's room
- 7 - Nortar's room
- 8 - Sokaris' forge

## BROKEN TELEPORTER

You're in demand! Ghortarius is waiting for you at the staircase in the outer zone. He gives you a teleport stone [7], one of the most essential objects in the game. Cassara also has something to tell you before you go to meet with Ghortarius in his quarters, whose room is on the opposite side to yours.

After a short conversation, you'll see that you're going to have to repair the teleporter if you want to get out of Alsorna. You can do this with the help of a stabilizing stone, which you're going to have to wrest away from those thieving Groms.

If you don't want to walk, you can use the teleport stone in your inventory to travel to any teleporter which you yourself have activated. At this point in the game, however, there's only one teleporter you can dial up. From that teleporter, go left along the path, but before you start out, you could plunder the small Orc camp opposite the teleporter.

Ford a stream and carry on until you reach a bridge. Two Groms are in some ruins on the right - they'll attack immediately.

You'll find the stabilizing stone on one of the two corpses. If you're feeling adventurous, there are several Groms in the area around the bridge - kill them and take the contents of their chests. A quick warning, however - there are certain Groms on this island whom you should not challenge - and don't even think of challenging several of these particular Groms at one time!

Then teleport yourself (or walk) to Ghortarius, where the Prophet Cassara is waiting for you. She wants to help you on your quest to find the secret of Gandohar – and she'll tell you that there's a structure called the "Tower of Fangs" on the island of Erimos - and there must be something in there, because Gandohar has protected it with very powerful magic.

While you're in Hatmandor, keep your ears open for any talk about the rebels - they could help you. Speak to Ghortarius once again for the last time. Then a cutscene will see you leave Alsorna... and you'll arrive unexpectedly in the small desert village of Bayan.

**REWARD: 300 experience points**
**ENABLES QUESTS: Nortar's Collectibles, The Shipwreck**

II

# Steps to the Tower

During your conversation with Cassara the Prophet, you learn that she believes there is a place which can provide clues to the origin of Gandohar's power. On the island of Erimos is the Tower of Fangs, a legendary edifice where the Imperator stayed for a short time. Since he left the Tower, its mysterious walls have been a magnet for researchers and adventurers looking for fame and fortune.

Most of the unsuccessful ones should count themselves lucky... because those who did get in were never seen again. Gandohar obviously wanted to make sure that no one ever got into his Tower - and he used powerful protective spells to block every entrance. Your mission is to find the weak point in this defense, get into the Tower of Fangs and hopefully find any kind of clue which could provide you with information about the source of Gandohar's power.

- 1 - Alima
- 2 - Thome the Scribe
- 3 - Lewsam, the Gravedigger
- 4 - Smuggler's passage
- 5 - Desert Gate
- 6 - Ledo
- 7 - The Captain
- 8 - Tower of Fangs
- 9 - Jarrad's house
- 10 - The sewers of Cheznaddar
- 11 - Gart Valarin
- 12 - City Guards
- 13 - The sewers of Hatmandor
- 14 - Tongue's hideout
- 15 - Tavern "Under the Influence"
- 16 - Temple
- 17 - Ranzin

- Teleport
- Ruins
- Entrance to the cave
- Varn Camps
- Shops | Merchants

- Altar of Maliel (Willpower)
- Altar of Aziraal (Strength)
- Altar of Throglin (Endurance)
- Altar of Yatholen (Accuracy)

## GETTING TO HATMANDOR

**QUESTGIVER: Cassara**
**Questgiver's location: Ghortarius' room on the island of Alsorna.**

The Prophet sends you on a quest to find a way into the Tower of Fangs and find information about the source of Gandohar's power. She mentions the resistance movement which has formed in the desert of Erimos – and these people just might be able to help you on this quest. To get reliable information, you'll first be sent to Hatmandor's underworld.

Ghortarius will help you use a teleport to get to Hatmandor, but he warns you beforehand that teleports can be unreliable for long distances like this - and this proves to be the case, because instead of landing in Hatmandor, you end up in Bayan, a desert village. And your luck really seems to be out... the gate leading to Hatmandor [5] is firmly shut, since the desert region is being terrorized by Varns. To get to Hatmandor, you'll have to either go through the gate or around it. You'll tackle this is in the **Desertgate** quest on the next page.

When you've found a way through to the other side, go north to Hatmandor, where you'll be met by closed gates once again. The guards have locked them because of an ongoing investigation into mysterious murders that are terrorizing the population. They tell you to go to Gart Valarin, their commander. You'll find him in Cheznaddar in the inn [11] there, to the south of Hatmandor.

Valarin tells you that he's in charge of a murder investigation - and that's why he can't let any strangers into the city right now. But if you offer Valarian your help, he'll ask you to try and find his missing spy, Jarrad.

Go to Jarrad's house [9]- it's near the Cheznaddar city boundary. He doesn't want to tell you anything at first – he fears that the leader of the Mirage underground organization will stop supplying the medicine that his mother so desperately needs.

Offer to get the medicine for Jarrad and you'll be sent to the imperial warehouse [2, map on page 99], where medicines for important citizens are kept. Get into the warehouse and find the chest in which the medicine is stored.

Guards will be keeping watch in front of the Imperial warehouse. These guys are tough - so to avoid discovery, climb onto the neighboring building's roof and get into the warehouse from there.

When you bring the medicine back to Jarrad, he'll tell you what he knows. But he flatly refuses to work for Valarin any more - he fears for his life, and (as you'll find out later) rightly so too. You can now take this information to Valarin, who'll be waiting for you at the gates of Hatmandor.

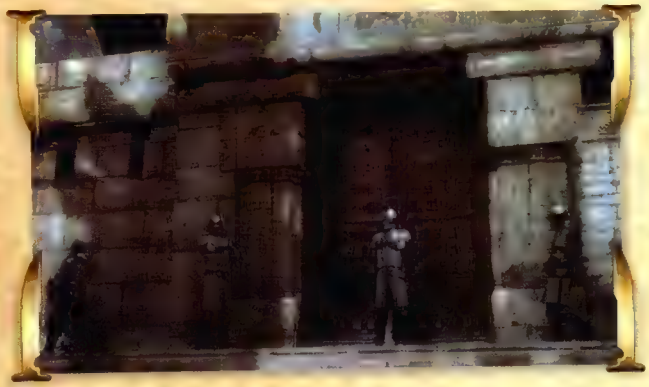
He's got one spy less now of course – but nevertheless, grateful for your information, he at last lets you into the city. He also offers you money to help him solve the murders. Whether you take this task on or not, the gates of Hatmandor will be open for you from here on.

**REWARD: Access to Hatmandor**
**ENABLES QUESTS: The Escort, Valarin's Informant – Mirage's Identity**

## DESERTGATE

**QUESTGIVER: Odval [5, map on page 14]**
**Questgiver's location: The village of Bayan, near the gate to Hatmandor**

Beyond the small desert village of Bayan, Gandohar's soldiers have erected one of their many gates to control access to the city from the small villages in the Savannah. Odval, the leader of the guards, won't let you pass through into Hatmandor without a gate pass. The problem is that gate passes are only issued in Hatmandor - but there are a few solutions to this problem.



Speak to the poor widow Dagwa - she'll ask you for a crust or two for her children. Be kind to her and give her some meat - she'll be grateful.

You could also try speaking to Odval, the leader of the guards. He stands in front of the Desertgate with his soldiers, controlling everyone who wants to enter the city. You could glean some interesting information from him, like why Imperator Gandohar built these gigantic gates.

Don't get into a serious discussion with Odval tho' - it won't help you at all.

Instead look for Dagwa in the cemetery behind Bayan – Dagwa is the poor widow woman to whom you gave some meat. Ask her to help you get past the guards and the Desertgate. She'll tell you of an old smuggler path [4] her dead husband always used - and she'll even sketch it for you on your map.

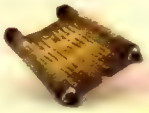
This path will take you straight past the blockade. Now you can start looking for the entrance to the smugglers' secret path, which is not far from the village cemetery... but keep your eyes open - the path hasn't been used by anyone in years, anyone apart from a horde of Varns, that is... they've set up camp in there.

Another way of getting past the guards and through the gate is the quest called the **Scribe's Inkwell** . To take on this task, you'll have to find Thome the Scribe [2, map on page 14] in Bayan.

He's usually to be found on a bench under an arbor, whiling away the hours daydreaming.

*It will take you a little longer to complete, but accept the "Scribe's Inkwell" quest. You'll get more experience points, plus the "Ranger Precision Skillbook".*

*Avoid contact with Tobias and Matt; both of them will cheat you and take your money.*



**REWARD: 2,300 experience points**
**ENABLES QUEST: Lost Head**
**ENABLES QUESTS: Forged Pass and Smuggler's Passage**

## SCRIBE'S INKWELL

**QUESTGIVER: Thome the Scribe [2]**
**Questgiver's location: The village of Bayan**

If you explore in and around Bayan, you'll come across the cemetery to the south of the village. There you'll meet the very lively gravedigger Lewsam [3, map on page 14] . Agree to his request to deliver a head to a funeral parlor, and he'll be glad to give you a password which will make Thome the Scribe give you some information.

You'll find Thome in an arbor in Bayan.
He has a special talent for forging official documents. However, he needs an inkwell with special red ink, otherwise the forged signatures on the gate pass won't appear genuine.

The Scribe's Inkwell is located in the burnt-out remains of his old house, which Gandohar's troops destroyed. If you help him, he'll give you an excellent forgery of a gate pass.

Use the map to find the ruins of his house. If you help Alima beforehand, her horse will eat up the distance you have to travel. If you don't have a horse, keep your eyes open for teleports - they will also speed up your journey. When you finally arrive at his house, you'll find the Inkwell in one of the badly-charred chests.

Back in Bayan, someone will surprise you... it's Flora, the erstwhile wife of Thome. She'll be waiting for you in front of the remains of her house. She and Thome are freshly separated. Flora tries to convince you to give her the inkwell she hates so much.

If you give her it, she says she'll show you the way to the smugglers' path. If you do take her up on this offer, you can tell Thome you couldn't find the inkwell.

If you decide not to hoodwink your questgiver, you'll get a gate pass, a victory over Odval and more experience points.

**REWARD: 1,800 experience points**

## THE ESCORT

**QUESTGIVER: Basel [15, map on page 14]**
**Questgiver's location: "Under the Influence", a closely-watched inn in the center of Hatmandor**

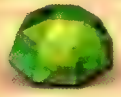
At last - the gates of Hatmandor have opened for you. Now you can complete the task Valarin gave you. Go to the "Under the Influence", and introduce yourself to the owner.

Your timing couldn't be better: Basel's looking for a capable mercenary to accompany one of his men, old Yerske, on a tricky job in Hatmandor's sewer system. Basel thinks the whole thing stinks to high heaven - and he wants someone to help Yerske if his suspicions prove to be right.

Speak to old Yerske at the bar. He'll be glad of your company. Then accompany him to the meeting point in the sewers of Hatmandor. Once down there, you'll soon enter a large hall.

Yerske will advise you to hide somewhere, to avoid detection by the contact men. You'll see a few barrels on the right-hand side of the hall – that's a perfect hiding place to observe the handover from a safe distance.

When the contact men attack, kill them and take the merchandise that Yerske wanted to buy from them - a valuable gemstone. With the gemstone safe in your pack, you can leave the stinking catacombs, go back to Basel and tell him all about the successful mission.



**REWARD: 5,000 or 6,000 experience points**
**1,000 or 2,000 Auras , Skillbook "Starting Draw"**
**ENABLES QUEST: The Package**

*Avoid being seen too early by the contact men - if they do see you, the handover will be classed as a failure, and you'll receive a much smaller reward.*

## THE PACKAGE

**QUESTGIVER: Basel [15, map on page 14]**
**Questgiver's location: "Under the Influence", the inn in the center of Hatmandor.**

When you give Basel the stone, he'll give you another mission. It involves getting a package from one of Basel's "field men". On this mission, you'll meet Reesa. She's a pretty girl, who started working for Basel just a few weeks ago and gets all kinds of tasks to do. She'll give you more information about your mission - you'll find her in the dancer's dressing room.

Reesa will tell you where you can find the contact man - and she'll give you something else that describes her way of life perfectly – your password (and her life's motto) is... "you don't want to know".

Go to the location that Reesa has marked on your map [3, map on page 99]. There you'll meet a suspicious character guarding the entrance to the warehouse - a trapdoor.

Talk to him - convince him that he 'doesn't want to know' what you have to do to get into the warehouse with no problem. When you have the package and you leave the warehouse, you'll find Reesa waiting outside. She'll have important information for you - and a small change of plans...

*If you give the guard the wrong password, he'll attack you without hesitation, but when you defeat him, you can still enter the warehouse and get the package for Basel.*

**ENABLES QUEST: The Delivery**

## THE DELIVERY

**QUESTGIVER: Reesa**
**Questgiver's location: Secret warehouse**

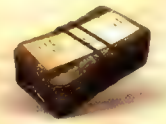
When you leave the warehouse, Reesa will be waiting for you - she has an important message from Basil. There's been a slight change of plans - the package now has to be taken to the client right away.

Don't object to the extra walking this will involve - after all, you want to gain Basel's favor and collect some evidence about the murder cases too. So take the package to Hatmandor and look for the client.

He's a priest and you'll find him at the eastern outer wall of the temple.

Give this nervous-looking priest the package. The guy seems to be having withdrawal symptoms... no time to waste on the priest's problems, tho'... you want Basel to tell you what you need to know.

When you deliver the goods, Basel's pleased with you - and gives you some very useful clues about the murders. Armed with your new knowledge, go and see Commander Gart Valarion... you'll find him in his office in the City Guards' Tower. He'll reward you and give you your next mission.



**REWARD: 5,000 experience points**
**2,000 Auras, "Sorcery Artisan" Skillbook**
**ENABLES QUEST: The Elimination Job**

## THE ELIMINATION JOB

**QUESTGIVER: Basel [15, map on page 14]**
**Questgiver's location: "Under the Influence", the inn in the center of Hatmandor.**

OK, twice now you've proved to Basel that you can be trusted. Now for the ultimate loyalty test. During a conversation with Basil, you hear that Jarrad has been exposed as a spy and the underground organization is planning to 'take him out'.Since you've already proved that you're useful, Basel gives you this mission too and expects you to return with good news. This mission is the last big hurdle for you... if you're successful, Basel will give you the info you need about the Tower of Fangs.

Go to Jarrad's house in Cheznaddar. Remember him? He's theyoung man who needed medicine for his sick mother. In front of the building's entrance, you'll find Reesa sitting on a bench, obviously waiting for you. She really tries hard to make you forget this mission...when Reesa leaves, enter the house and go up the stairway to Jarrad's room.

When you start talking to the poor guy, he seems to know why you've come to him this time.

Distraught, Jarrad decides not to defend himself if you want to kill him. You have a choice here - you can kill an innocent man, or spare his life and betray your questgiver.

If you kill Jarrad (that is your mission, after all) he won't even try to defend himself. Or you can tell him to pack his belongings, get his mother and leave Hatmandor for good. This will bring you more experience points. Then return to Basel and tell him the job's done.

**REWARD: 8,500 experience points**
**2,500 Auras and "Poison Arrow" Skillbook**
**ENABLES QUESTS: Murder's Investigation and The Arena**
**ENABLES QUEST: Mirrd's Revenge (if you kill Jarrad)**

## MURDERS INVESTIGATION

**QUESTGIVER: Tongue [15, map on page 14]**
**Questgiver's location: At the entrance of the "Under the Influence"**

After your last mission, Basel is at last ready to give you the information you need. He tells you about the leader of the rebels (the Captain) and the warrior called Tongue, Mirage's most important contact man. You've to get more information from Tongue about Mirage and the Tower of Fangs... and you're not supposed to look for Tongue – he'll find you.

And you've hardly left the building when he contacts you! This is a clear sign that you've attracted Mirage's attention.

Following a short conversation, Tongue asks you to follow him to one of his secret office buildings. In the building, Tongue leads you through a barred door and surprisingly closes it from the other side.

But don't worry, he'll soon tell you the location of the leader of the resistance movement - and that's the only person ever to have left the Tower of Fangs alive.

However, he hasn't locked you both in just for a pleasant chat... Tongue wants to make you an offer from Mirage - and test your skills in battle by setting two of his ruffians on you. If you can beat one of them quickly, the other one will be no problem.

Tongue is impressed by your performance and gives you the mission. Now you can hope for two rewards for solving the murder cases. You should take on this task if you want to continue on the series of missions involving the murders.

Mirage is focusing on finding a son of Turs Daram, the former underground leader. Tongue assumes that the son has returned to Hatmandor to take his revenge on Mirage, because Mirage killed his whole family during the power change - only this son escaped. Tongue sends you to the last surviving friend of Turs Daram, Zask.

Zask is a skillful blacksmith who has a small smithy in Cheznaddar. Find Zask and start working for him to win his trust.

**ENABLES QUEST: Captain, Dragon Scales**

## CAPTAIN

**QUESTGIVER: Tongue [14, map on page 14]**
**Questgiver's location: Tongue's secret office, near the "Under the Influence"**
**Condition: You've been at Basel after the Elimination Job**

Now that you've got more information from Tongue about the Tower of Fangs, it's time you found the infamous Captain. He's the only man ever to have returned alive from the Tower, and he's in his rebel camp to the south of Hatmandor, in a village called Zah'Dan.

Leave Tongue's office and head south. However, before you start your journey, a city guardsman stops you. He gives you the key to the south gate, which has been locked until now for safety reasons. Now - at last - you can start exploring the whole island of Erimos. Go through the gate in the direction of Zah'Dan.

The Captain's tent is in the western part of the village [7, map on page 14]. A few guards are sitting around a campfire there. Speak with them to get into the tent. When you talk with the rebels in the camp, try to be as honest as possible... it will save you hassle and money.

As soon as you enter the tent, the Captain wants to know the reason for your visit. When you tell him about your plans, he says he's willing to share his knowledge with you - but only if you find his men who have disappeared during a mission to the Gorlag cave. It seems the Captain wants to find out if you can do more than just talk.

**ENABLES QUEST: Gorlag's Curse**

*If you killed Jarrad in the quest called "The Elimination Job", walk round to the right after going through the South Gate - if you don't, you'll be ambushed by Jarrad's brother Mirrd - he wants revenge for his brother.*

## GORLAG'S CURSE

**QUESTGIVER: The Captain [7, map page 14]**
**Questgiver's location: The Captain's tent in Zah'Dan**

After a brief discussion, the Captain sent you on a dangerous rescue mission. One of his units hasn't returned from an expedition to Gorlag's cave. And you'll find out that you're not the first who's been sent on this rescue mission...

Make your way to Gorlag's cave [4, map on page 99], north of Zah'Dan. While exploring the cave, you meet an old Mage, who was thought to have died a long time ago - the man the cave was named after, Gorlag himself. All that remains of this once-powerful Mage is a stinking, rotted shell, more like a Zombie than a man. This Gorlag creature has imprisoned the Captain's men, but he hasn't killed them all yet.

Now you have a choice - either attack Gorlag and try to get the key to the room where the men are being held prisoner - or listen to him and try to help him.

He'll be grateful if you choose the latter.

If you decide to kill Gorlag, take the key from his corpse and open the door. In that room, you'll find Harlef, the only survivor of the Captain's unit.

Leave the cave together with Harlef, get him back safely to the rebel camp in Zah'Dan and into the Captain's tent. The Captain will prove his gratitude by telling you everything he knows about the Tower of Fangs. And he'll refer you to Master Dattan, the Society Mages Guild Master who can give you more information. He'll also offer you a mission for money.

If you decide to help poor old Gorlag, you should try to find out as much as you can about him and get on his good side. This will enable you to take on the "**Old Wounds**" quest before you return to the Captain. Be diplomatic and tactful, Gorlag is extremely sensitive. One wrong word from you and he'll attack straight away.

*If you want more experience points and equipment, try to help Gorlag - you'll discover where the Thieves' Guild hides out and get a chance to take on more quests. On the other hand, if you think that he's not worth the trouble, just kill Gorlag and get Harlef out of the cave.*

**REWARD: 6,000 experience points**
**ENABLES QUEST: Old Wounds**
**The Society Mages Guild Master, The Traitor**

## OLD WOUNDS

**QUESTGIVER: Gorlag [4 map on page 99]**
**Questgiver's location: Gorlag's cave**

If you decide to help Gorlag, he'll ask you to get him a gemstone which is currently the property of the master thief Scythe. To find her, you'll have to explore the sewer system of Cheznaddar [10, map on page 14], where you'll also find the hideout of the Thieves' Guild.

According to Gorlag, this magical stone is the reason why he cannot die and find peace at last.

His physical shell is being kept alive, but it's rotting slowly and inexorably.

Find the Thieves' Guild hideout in Hatmandor's sewer system [13, map on page 14]. Enter the main room, where several merchants are extolling the value of their wares to the Thieves' Guild. There you'll also find the bouncer, who will offer you a side quest called "**Buyout**". Carry on through the narrow corridor in the wall which looks like a sewage canal.

If you follow this path, you'll soon meet Scythe [4]. It turns out that she's a high-ranking member of the Thieves' Guild, which is also known as the Giriza. Scythe is nervous and excitable, she has remarkable skills... and she'll take you to the brink of death. Now you have a decision to make - on the one hand, you can try to convince Scythe to give you Gorlag's stone. You'll find out about Gorlag's mortality, and that Scythe is keeping it imprisoned inside the stone. She has punished Gorlag terribly for his unintentional murder of her little sister, something that happened years ago. She admits that she's wanted to return the stone to Gorlag for a long time now - and says you can do it if you want to.

Speak to Scythe once again before you go. She'll give you a small task to do, one which will raise her standing in the Thieves' Guild.
On the other hand, you can also excite and insult her up to the point where a fight starts... she turns out to be a strong opponent, but you can defeat her. Search her corpse for the magical stone and return to Gorlag with it.

When Gorlag has at last found peace, take the key and free Harlef. Then go back with him to the Captain's tent.

**REWARD: 5,000 experience points**
**ENABLES QUEST: Desecrated Shrine, (killing Scythe)**
**Ghost's Toll (not killing Scythe)**

*Perform a save before the dialog, leave Scythe alive and accept the mission called "Ghost's Toll". You'll enjoy some of the hottest dialog in the game! Then you can reload your game and plunder the Desecrated shrine, which a grateful Tobias will show you.*

- 1 - Headquarters of the Thieves
- 2 - The Bouncer
- 3 - Ghosts
- 4 - Scythe
- 5 - Uninvited guests
- 6 - Entrance | Exit
- 7 - Entrance | Exit
- 8 - Entrance | Exit
- 9 - Mirage
- 10 - Tobias
- 11 - Mirror
- 12 - Teleport to Reesa
- 13 - Secret compartment (behind the sculpture)

## SOCIETY MAGES GUILD MASTER

**QUESTGIVER: Captain [7, map on page 14]**
**Questgiver's location: The tent of the Captain, in the rebels' camp in Zah'Dan village**

Since you rescued at least one of his men, the Captain refers you to Master Dattan. Dattan is the Society Mages Guild Master - and he can tell you everything you want to know about the Tower of Fangs.

You'll find the Mages' Guild [16, on page 99] to the east of Hatmandor, near the Queens Crossroads teleporter. You've probably passed this way before... and it also looks like the Mages' Guild has been expecting you.

Use the teleporter at the other end of the main hall to get to the upper floors. In the library, speak to Koenin the Librarian – he'll tell you that Master Dattan's already waiting for you in his room.

Go to him and listen to what he has to tell you about an important experiment with Verita - and he needs your help with this... he wants you to hunt for a very rare ingredient indeed - a dragon's tooth.

**REWARD: 8,500 experience points**
**ENABLES QUEST: The Belly of the Beast**

## THE BELLY OF THE BEAST

**QUESTGIVER: Master Dattan**
**Questgiver's location: Main chamber in the Mages' Guild [16, map on page 99]**

It seems that Master Dattan has followed every move you've made since you arrived on the island of Erimos. He has big plans - and if you help him, he'll help you to get into the Tower of Fangs. Dattan needs a dragon's tooth – and that's something that's very hard to find.

The only place you might find a tooth like that is in a small, hidden valley ... the Belly of the Beast. A long time ago, there used to be a dragon's cave in the valley, but the path to the cave is overgrown and long forgotten. With Dattan's help, and his marks on your map, you can get there [11, map on page 99].

Head in the direction of Zah'Dan village again. When you go through the south gate, keep to the left. Before you reach Zah'Dan, you'll encounter a camp of Varns. Make your way through the camp and you'll find a path hidden behind it.

Follow this path - it will take you directly to the hidden valley.

While you're crossing the valley, you'll come across its new inhabitants - poisonous Tailers, distant relatives of dragon-like beings – but these creatures will only cause you problems if they corner you.

Find the cave at the end of the valley and kill the dangerous Tailer there. Then examine the skeleton of the Dragon, remove its tooth and take it to Master Dattan in the Mages' Guild. There's a teleporter in the valley, so you won't have to go on foot.

**ENABLES QUEST: The Crystal Army**

## THE CRYSTAL ARMY

**QUESTGIVER: Master Dattan [16, map on page 99]**
**Questgiver's location: Main chamber in the Mages' Guild**

The prohibition of the Mages' Guild was the last straw for Dattan - and now he wants to overthrow the Imperator. He searched for a solution for quite a while, but now he seems to have found one...

Gandohar is obsessed by Verita and he'll use it to undermine the Imperator's power. He plans to unleash Verita to enable it to defend itself against Gandohar - and he has chosen you to be an important element in his plans.

When you return to Dattan with the dragon's tooth, he'll be eager to show you something. Follow him to the teleporter in his room.

It will take you to a mysterious cave, where Dattan and the Captain concoct their plans for weakening Gandohar's power over Erimos.

Follow Dattan into the cave. When you give him the tooth, you'll witness the creation of an army which Dattan has built up together with the Captain and his rebels.

Using the tooth of the dragon, Dattan brings to life a whole army of Verita golems. Just lean back and watch the show.

Now that the crystal army is ready to take over the Verita mine, you've done what you had to do for Erimos. Dattan will show his gratitude by giving you a route into the Tower of Fangs!

As reward you can choose between:

**REWARD 1: Lightning Bolt, a bow with deadly storm arrows;**
**REWARD 2: Lightning Blast, a powerful axe;**
**REWARD 3: a guide on how to create a spell with the necessary cards - Phoenix, Eye for an Eye and Confusion**

## THE WAY TO THE TOWER

**QUESTGIVER: Master Dattan**
**Questgiver's location: Cave of the crystal golems**

You have helped Master Dattan to create an army of crystal golems to be used against the Imperial soldiers and Gandohar. In return, he offers you information about a secret underground path to the Tower of Fangs.

Leave the cave of the crystal golems and head south. You'll come across an old path. Watch yourself tho' - there are a few camps of Varns between the rocks.

Follow the path until you reach the forgotten temple ruins. Look for a teleporter there. It will take you into an old, abandoned tunnel system far below the surface of the desert.

The tunnels are on different levels and are crawling with monsters. Make sure you're well prepared before you decide to go down there. On the way out, kill anything that gets in your way.

Beware of the stone guardians in the tunnels - they might look like statues, but they're really guardians, who tend to get very annoyed when disturbed. If any of them wake up, make sure you have a bludgeoning weapon.

Their stone bodies are especially resistant against blades - but you can shatter them with a heavy hammer or a broad axe.

Your minimap can help you to recognize these living guardians.

**REWARD: 10.000 experience points**
**ENABLES QUEST: The Tower of Fangs**

## THE TOWER OF FANGS

**QUESTGIVER: Cassara**
**Questgiver's location: Alsorna**

At last! You're almost into the Tower of Fangs! You've almost effortlessly fought your way through hordes of monsters blocking your way - and now you can reveal the secrets of the Tower.

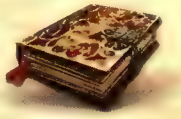
Gandohar really knew a thing or two about how to defend a building - and the Tower of Fangs is full of traps which evoke Necris – nasty beings. Try to avoid the traps, or spring them deliberately if you want experience points. Once you're in the tower, you'll see a teleport portal on the other side of the room. Fight your way to that portal and use it to get to the next level.

Use the teleporter to travel up and down between the levels - but be warned... the teleporter isn't logically connected from one level to the next. AND... remember the portal you came from - and the portal you have to jump into next. This is easy to forget, especially when all the fighting is begins to distract you.

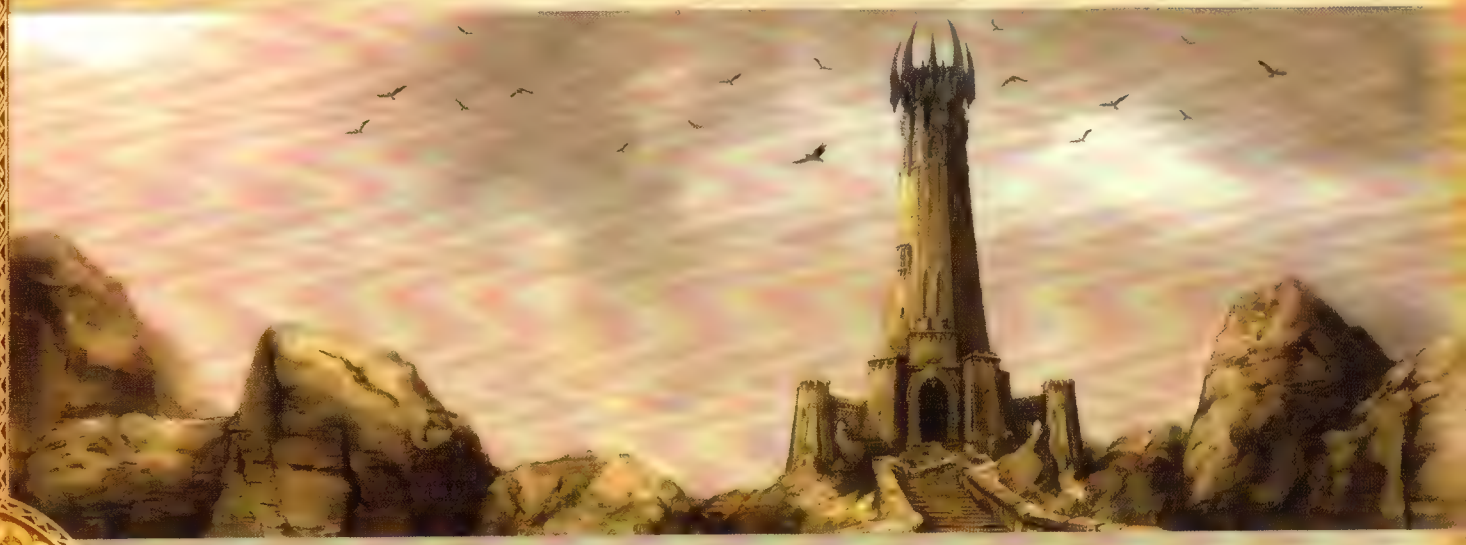
When you reach the top level, you'll see a small room. It was once Gandohar's study, and you'll find his old diary in there. As soon as you take the diary, the last trap will be sprung - invoked by black magic, a Reaper appears and blocks your way out.This is a powerful demon left behind by Gandohar as a last attempt to destroy anyone who has actually made it this far.

He was foolhardy enough to believe that no one could ever fight this creature and leave the Tower alive. All you have to do is prove Gandohar wrong! The Reaper has a stunning attack. Try to avoid these attacks and hit it when it's crouching in a defensive attitude.

When you defeat the creature, you can go back to Alsorna with the book in your pack and tell the prophet Cassara all about your adventure. She'll be able to decipher the mysterious writings in the book.



**REWARD: Gandohar's journal**
**ENABLES QUEST: Gandohar's Trails**



# Past Present

You've brought a mysterious book with you from Hatmandor - Gandohar's diary - and it's written in strange characters. The Prophet succeeds in deciphering it, however, and she finds out that Gandohar was working on a completely new type of magic which combines the many conflicting techniques of the various schools of magic.

The Prophet assumes that Gandohar wanted to release a totally unknown type of powerful magic, but his efforts appear to have failed. The book even tells of a failed experiment on the island of Eollas.

The Mages of New Ashos are probably your only hope of getting information. You must go there and find someone who is able to tell you all about this - and, if possible, something useful about Gandohar himself.

## GANDOHAR'S TRAILS

**QUESTGIVER: Cassara**
**Questgiver's location: Alsorna**

When Cassara has deciphered the diary, she'll ask you to go to New Ashos to look for clues in the Veneficus University there. Use the newly activated teleporter to travel to the island of Eollas and directly to the center of New Ashos.

The journey to the Asiatic city will go smoothly this time, with no hindrances. You can start talking right away to anyone who might be able to tell you about the mysterious experiments... or their outcome.

Don't worry, you won't miss any informer. The first - and most important - contact will be made as soon as you leave the teleporter.

The student David might be a little strange, but he's a useful source of information.

Your journey through the world of Antaloor takes you to the peaceful and wondrous city of New Ashos. The secret of Gandohar's past is hidden here - and as always, you'll encounter new dangers, intrigues and adventures, because this city's not quite as peaceful as it seems.

**REWARD: 5,000 experience points**
**ENABLES: Access to Eollas island**

- 1 - David
- 2 - David's package, Stranger
- 3 - Sarius
- 4 - Angie | Veneficius University
- 5 - Dr. Annaya (eastern wing)
- 6 - Prof. Rhodeus (western wing)
- 7 - Rooms of Lisa and Angie
- 8 - Angie, later
- 9 - David, later
- 10 - Dr. Lavarius' office
- 11 - University Grounds
- 12 - „The Lion", Lawrence Lexington
- 13 - Mangano's house
- 14 - Hideout
- 15 - Mangano's rooms| The Specialist
- 16 - Hidden Exit
- 17 - Dr. Lavarius' ritual

- Teleport
- Ruins
- Entrance to the cave
- Camps
- Shops | Merchants
- Altar of Maliel (Willpower)
- Altar of Aziraal (Strength)
- Altar of Throglin (Endurance)
- Altar of Yatholen (Accuracy)

## NAME'S DAVID

**QUESTGIVER: David [1]**
**Questgiver's location: The teleporter in the center of New Ashos**

As soon as you arrive in New Ashos, a man near the teleporter will speak to you. His name's David, a student in the legendary Veneficus University of Magic, the leading school for magic and spells, famed throughout Antaloor.

David has a nose for business and forgets his education when he gets a whiff of a possible deal in the air. He seems to want to help, so offer him your help anyway.

You'll soon find out that it's a relatively simple task he has for you. You're supposed to get a package from a contact man in front of the city gates. Take the path out of the city and you'll soon encounter a dubious character and he turns out to be anything but a nice guy.

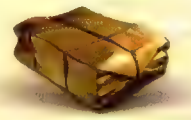
He won't give you the package unless he gets his payment first. If you have enough Auras, just pay him and get the package; but if his attitude riles you, kill him where he stands. Whatever happens, get the package and take it back to David.

(If you decide to pay him, he'll think he's found an easy victim – so every time he sees you, he'll try to get money from you...)

When David has the package, he'll tell you where to start searching – there are apparently a few people at the University who can help you.

Two students in particular could really help you, he thinks... all you have to do is tell them that David has sent you.

Sarius and Angie are on campus, one standing at the main stairway and the other in the big hall inside the University itself. It's your choice whom you help to get more information.



**REWARD: 50 experience points**
**ENABLES QUEST: Stag Night**
**ENABLES QUEST: Angie's Essay**

Since these two quests are exclusive and depend totally on what you choose to do, you can only be given one of the two to complete, not the other.

## STAG NIGHT

**QUESTGIVER: Sarius [3, map on page 30]**
**Questgiver's location: At the bottom of the Veneficus University steps**

OK, David has sent you to Sarius. You'll find the young man near the statue of the University founder, in front of the stairway that leads into the main building of the Veneficus University. He seems to be more concerned with organizing a party than concentrating on his studies.

His party preparations are doing fine, apart from one problem. He wants to convince a young lady to perform an exotic dance which shows a little more skin than normal! Sarius already has a young lady in mind, but the authorities have forbidden him to enter the female students quarters (he has no idea why), so he can't speak to her himself. It's up to you to help him.

Go into the dormitories and find Lisa, the young lady in question. Offer her the payment which Sarius suggested. Be tactful - if you want Lisa to go to Sarius' party, you'd do well to keep your opinions to yourself.

If you succeed in convincing Lisa, returned to Sarius and tell him. In return, he'll tell you about a lecturer at the University who can help you, Dr. Annaya.

However, if you're not tactful enough and Lisa gets angry, you will have to go back to Sarius with nothing. He won't be too happy about that and he'll tell you nothing in return.

If you really insist on getting the information from him, he'll tell you what you want to know. Or, you can go straight to Angie [4, map on page 30] and help her instead.

If you reject Sarius' offer and tell him that you don't like what he's trying to do, he will ignore you in future and never speak to you again. In this case you can visit Angie in the University and accept the task called "Angie's Essay" to progress further.

**Remark:** if you talk to Angie instead of Sarius, you'll also get to know Lisa, but that's a different story...

**REWARD: 50 experience points**
**ENABLES QUEST: Dr. Annaya**

## ANGIE'S ESSAY

**QUESTGIVER: Angie [4, map on page 30]**
**Questgiver's location: The hall of the Veneficus University in New Ashos**

Ok, David has sent you to Angie – so enter the big hall of the Veneficus University, and you'll find this busy lady on the upper level.

You'll soon find out that Angie is very angry, because a test paper that she was supposed to give to her Professor has been stolen by another student who's going to try and pass off Angie's work as her own.

The thief is Lisa, the same student you would have met if you'd gone to Sarius first instead of Angie.

Get into Lisa's room in the female dormitories to the west of the University. She seems to have been gone a while, so you can break into her room no problem.

You find the exam paper right away, but as luck would have it Lisa returns and catches you in the act. In the following confrontation, you have two options - you can ignore Lisa and take the paper back to Angie as planned, or you can forget it and let Lisa keep the test paper, then tell Angie you couldn't find anything.

However you decide, one of the girls will reward you for your cooperation by mentioning the name of another person who could possibly have useful information for you – the lecturer Dr. Annaya.

**REWARD: 50 experience points**
**ENABLES QUEST: Dr. Annaya**

## DR. ANNAYA

**QUESTGIVER: Dr. Annaya [5 map on page 30]**
**Questgiver's location: Dr. Annaya's office, east wing of the Veneficus University**

Having entered Dr. Annaya's office and told her the name of the student who sent you, the good doctor seems willing to help you. It's unlucky for you that she can't help you right at this time. She's not too popular with her colleagues, because of a terrible discovery she made.

A professor had taken advantage of his position and molested female students, so she spoke to him about it. He accused her of trying to ruin his good name and told all his colleagues to avoid her.

She wants to clear up this business and asks you to have a discreet talk with the guilty Professor. His name is Rhodeus.

## PROFESSOR RHODEUS

**QUESTGIVER: Dr. Annaya [5 map on page 30]**
**Questgiver's location: Prof. Rhodeus' office, west wing of the Veneficus University**

Go to Prof. Rhodeus' office [6] in the West Wing of the University and confront him with what you know. While he confesses that he did 'meet' several female students, the girls were all in favor of meeting him.

He tells you that Dr. Annaya is spreading rumors about him to damage his reputation - in fact, he's sure that Dr. Annaya is forcing female students to join an escort service - and that she's being paid for this by the underworld.

So, you now have a choice.
You can believe Annaya's words and punish Rhodeus, or listen to Rhodeus' arguments, go back to Annaya and confront her with his accusations.

If you believe Rhodeus, you'll receive direct access to the next quest, "**Doctor or Madam**?"

Return to Dr. Annaya and confront her with the accusations.

If you decided to take Dr Annaya's side, you have to 'convince' Rhodeus to resign his post at the University. A mild slap in the face will scare him into coming to that decision. Then return to Dr. Annaya and tell her about your successful treatment of Rhodeus.

However, you'll soon find out that Dr. Annaya can't really help you at all. As slippery as an eel, she "regrets it very much" that she can't help you any further and has wasted your time. She gives you a few Auras for your trouble. So, you'll have to find another way to get the information you need. Visit David again. Continue with his new task in the quest called "**David & the Doctor**".

However you decided beforehand, there are two different subsequent quests – "**Doctor or Madam?**" (you believe Rhodeus), or "**David & the Doctor**" (you believe Annaya.).

**REWARD: 50 experience points for visiting Dr. Annaya,**
**50 experience points for visiting Prof. Rhodeus.**
**ENABLES QUEST: Doctor or Madam (believe Rhodeus),**
**David and the Doctor (believe Annaya)**

## DOCTOR OR MADAM?

**QUESTGIVER: Professor Rhodeus [6 map on page 30]**
**Questgiver's location: Professor Rhodeus' office, west wing of the Veneficus University**

If you believe what Rhodeus has told you about Dr. Annaya, or if you just want to know what's happening here, return to her office and confront her with the accusations. The surprised lady will ultimately admit that she does business with the "Black Rose" escort service, recruiting female students to work with the company.

But she insists that things aren't the way they seem. Rhodeus has twisted the facts and injected them with lies to take away attention from himself.

You can show your goodwill and listen to her – or you can angrily demand that she tells you what you want to know... then blackmail her, threatening to expose what she's doing for the "Black Rose".

If you blackmail Annaya, she'll help you by naming a different lecturer at the University - Dr Lavarius.

Find him and continue your search with the quest "**Dr. Lavarius**" and "**Blood for a Stone**".
If you give Annaya a chance to explain herself, your search will continue in the quest "**Most Monstrous Mind**".

**REWARD: 50 Erfahrungspunkte**
**ENABLES QUEST: Dr. Lavarius - Blood for a Stone (blackmailing Annaya)**
**or the fantasy "Most Monstrous Mind" (believing Annaya)**

## MOST MONSTROUS MIND

**QUESTGIVER: Dr. Annaya [5 map on page 30]**
**Questgiver's location: Dr. Annaya's office, west wing of the Veneficus University**

When you've finished the quest "Doctor or Madam?" and returned to Dr Annaya, you listen to her and you believe her.

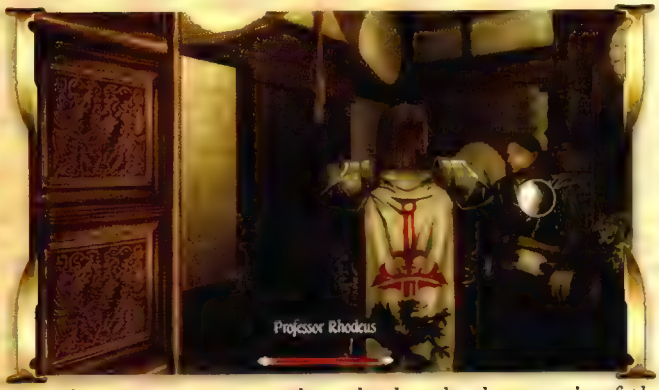
She'll tell you that there's a witness who can confirm her story - and she may even be willing to testify against Professor Rhodeus.

The witness whom Dr. Annaya mentions is her student Angie. She wants you to go and look for Angie, who is probably in the garden in front of the female dormitories. If you ask her about the incidents, the truth will come out about the "Black Rose" organization.

Angie: "*After Rhodeus took advantage of me, I thought about ending it. Taking my life, I mean. Doctor Annaya saw me crying. I told her what happened and she comforted me... even convinced me not to quit the university. Then she told me about Black Rose in case I did end up dropping out and needed a way to make ends meet. It's not as bad as you think. The girls are treated very well. It's not the kind of escort service you have in mind. Men pay women for their company, nothing more. It never becomes physical unless the girl wants it to. Though I'm sure Rhodeus would have you believe otherwise. It's the truth. And if you're a girl who doesn't come from money, it can be an excellent way to make connections in the upper class. Not to mention pay for school...*"

The escort service isn't as bad as you think, and Dr Annaya isn't a madam, she's the "guardian angel". Angie says that Rhodeus is just a vile monster, perhaps even more than that. As proof, she can give you the diary she took from his table.

Angie is convinced that the diary and the drawings of his erotic fantasies in it will give you an insight into Rhodeus' mental state - a glimpse of the life of a (would-be) sadist.



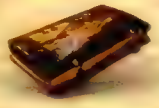

You can believe Angie, or you can throw her words back in her face by telling her that you believe she's part of the conspiracy to bring down the well-respected and highly-positioned professor.

When you've told her this, and Angie has run away in tears, go back to Dr. Annaya - in front of her office you will meet a very uneasy David. He tells you that Angie has committed suicide.

Annaya blames you for this and is using the tragic incident to announce that she has had enough of the twisted plotting and lies at the University and that she is resigning her position with immediate effect. The only way left open for you is to go to Professor Rhodeus.

He's relaxed and happy now, and congratulates you on getting rid of some of his problems so impressively. In his typical arrogant way, he offers you a little money... "Here, this is for your trouble". If you're unfriendly to him here, he will simply teleport you out of his office and magically lock the door.

Well, now that you've burned the Dr. Annaya bridges behind you, your only hope is David. Go to him and take on his quest called "**David & The Doctor**".



If you decide to believe Angie, go into her room in the dormitory, find and read the diary of Rhodeus. You'll find a note in there about a perverted dream with a small bookmark beside it, possibly because he wants to make this dream a reality in the near future.

Return to Dr. Annaya and apologize for doubting her. Now visit Professor Rhodeus for the last time. He'll be shocked and surprised, but his protests no longer carry any weight with you. Slap him until he agrees to leave the University.

Go back to Dr. Annaya with the good news - she'll reward you by telling you the name "Dr. Lavarius."

Depending on your decision here, you can accept one of the two subsequent quests called "**Dr. Lavarius**" (believing Angie and confronting Rhodeus), or "**David & the Doctor**" (not believing Angie and causing her suicide).

*Angie doesn't know everything about the "Black Rose" organization - you'll get more information about that in an optional quest called "**George's Problem**".*

**REWARD: 30 Auras and level-up if Rhodeus quits his job.**

## DAVID & THE DOCTOR

**QUESTGIVER: David [9, map on page 30]**
**Questgiver's location: The main entrance to the Veneficus University in New Ashos**

After your not-so-successful handling of the dream team, Dr. Annaya and Professor Rhodeus, your only remaining chance is David.

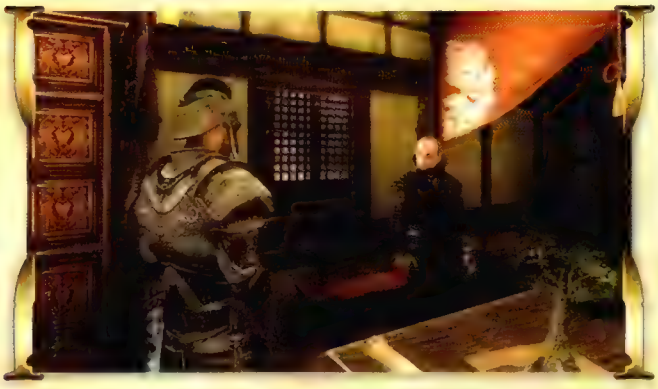
You will find him relaxing on the campus. Talk to him. It seems he knows a lot more than you thought. For a payment of 1000 Auras, he'll give you the information you need and tell you about Dr. Lavarius.

You'll find out that the good doctor is the person who gives David the answers to tests, in return for money, of course.

David doesn't have much of that at the moment, and he'd be very grateful if you could give him the outstanding payment.

## DR. LAVARIUS

**QUESTGIVER: David [9, map on page 30]**
**Questgiver's location: The main entrance to the Veneficus University in New Ashos**



Enter the offices of the professors [7, map on page 30], to the east of the statue of Veneficus the President. Find the room where Dr. Lavarius is and speak with him about David's problem.

David had mentioned a payment of around 1,000 Auras, but it soon becomes obvious that the guy has understated the amount - in fact, Dr Lavarius expects 2,000 Auras.

Don't try to strike a deal with the professor. If you have enough money, pay the 2,000 auras and continue with your real task.

**REWARD: 50 Erfahrungspunkte**
**ENABLES QUEST: Blut zu Stein**

## BLOOD FOR A STONE

**QUESTGIVER: Dr. Lavarius [10, map on page 30]**
**Questgiver's location: The Offices of the Professors, Veneficus University, New Ashos**

When Dr. Annaya (or David) has sent you to Dr. Lavarius, visit Lavarius in his office... you'll find it in a building to the east of the University.

During your talk with the doctor, it becomes obvious that he could this know something about past events in New Ashos. Part of his memory seemed to have curiously vanished, however, when the Swallows was created. He's been trying for years now to gather as much information as possible about the past in the hope of regaining his memory.

Dr. Lavarius has meanwhile found a possible way of restoring his memory in an experiment, but he needs to people to perform it, and since it's pretty dangerous, Lavarius hasn't been able to find any voluntary help. Until now that is... start by drinking the potion he gives you.

OK, that's the safe part of the experiment. The more dangerous part is doing everything that Dr. Lavarius has done throughout the years. You'll also have to sacrifice most of your blood for the ritual. If you succeed, a power will be set free which is strong enough to restore his memory.

Having received the stone from Dr. Lavarius and left the building, you'll meet a stranger after a little while... but he's been following you for a long while. He'll tell you that Lawrence Lexington would prefer that Dr. Lavarius didn't regain his memory, since the danger exists that the doctor would become an independent operator - and that would be bad for business.

You now have a choice - stick with Dr. Lavarius and carry out the ritual, or forget him and give the stone to Lexington's accomplice. If you decide on the latter, you can then go directly to the "Lion", but the Lavarius quest will be a failure.

If you decide to stay with the Lavarius quest, leave the building and head for the way out of the city. Lavarius already told you about a location which he has already prepared - it's supposed to be near gigantic cliffs on the shore.

To find this location, look for a gang of surly vagabonds... they've built a fire near the place for the ritual - when you find the site for the ritual, place the stone you got from Lavarius in the circle. The ritual now seems to have worked; at least the unpleasant part has, during which you lose your blood.

Unfortunately the vagabonds see you now, just at the wrong time - naturally you could kill them all under normal circumstances - but you must repair your weak state of health first. You can simply apologize to the vagabonds, but you'll have to take a few insults in return.

After this blood-letting experience, return to Dr. Lavarius - and you'll see that he's got his memory back. The doctor's euphoric and rewards you with a powerful potion for your wounds.

He explains to you that although his newly-regained memories are still a little blurred and not in chronological sequence, he can still give you the name of the person who knows more about past experiments than anyone else in New Ashos...

it's Professor Kenneth, a very private man, who is more often to be found sitting quietly in the casino than lecturing in the University.

This casino club, called the "Lion", is the property of Lawrence Lexington, one of the most powerful men in Antaloor... and he seems to be the Don Corleone of the New Ashos underworld.

**REWARD: 50 experience points, Ultimate Healing Potion**
**ENABLES QUEST: Into the Lion's Mouth**

## INTO THE LION'S MOUTH

**QUESTGIVER: Dr. Lavarius [10, map on page 30]/ Stranger**
**Questgiver's location: The Offices of the Professors, Veneficus University, New Ashos**

OK, you've now found out that Kaineth is your man and where to find him. So go to the "Lion", a high-class casino in the western part of New Ashos [12, map on page 30].

A mountain of a man awaits you inside. Georgie the Bouncer, affectionately known as Knock-'em-down George in underworld circles (he got the name when five gangsters attacked him and he laid them out on the ground one by one, only using his right fist) will give you a warm welcome.

Go to George and try to get into the casino. You can either convince him with words or in a fight.

Both methods will lead to a confrontation with the legendary Lawrence Lexington (assuming you can hold out long enough if you do fight George).

The man whom many believe owns "half of New Ashos, and has his fingers all over the other half", comes out of his office. Follow him and you'll find out that he's is a had his eye on you for a while.

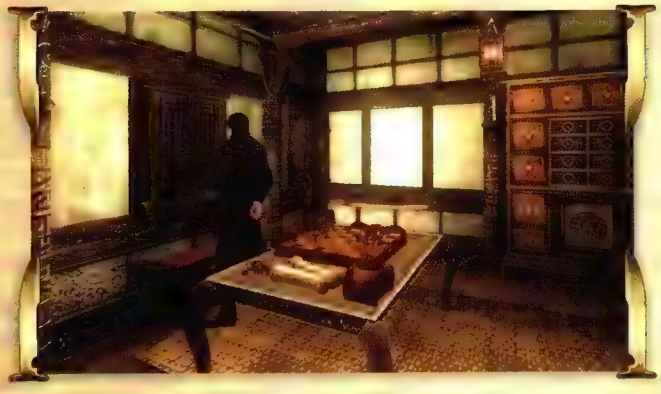
Lexington has his informers everywhere, just like Sammy Mangano...

**REWARD: 50 experience points**
**ENABLES QUEST: Sammy the bull, and (optional) George's problem**

## SAMMY THE BULL

**QUESTGIVER: Lawrence Lexington [12, map on page 30]**
**Questgiver's location: The "Lion" Club & Casino, in the western part of New Ashos**

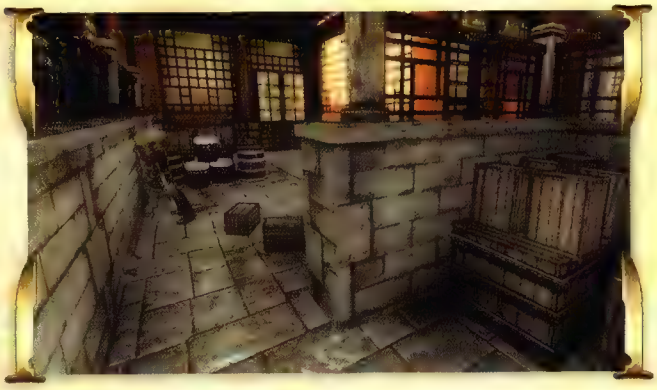
Having entered "The Lion", and met Knock-'em-down George, follow Lexington into his office and talk to him.



It will soon become clear to you that Lexington is more than just a successful businessman and generous benefactor. In spite of his power, this undisputed king of the underworld in New Ashos must continually contend with new opponents – they're drawn to his success like moths to an open flame.

Sam Mangano is one of these - he's a dangerous pimp and Lexington would love to see him disappear from the scene, but Sam's too tough to burn in Lexington's flame.

Accept Lexington's offer and go to Mangano's HQ [13, map on page 30], the big building to the northwest of the main teleporter. Approach the building and hide behind the chests on the left [14, map on page 30]. A guard will soon appear.



He'll approach slowly. Wait for the right moment, when he decides to relieve himself against the wall of the house, then kill him. Make sure no one sees you. Search his corpse and you'll find the key to Mangano's HQ.

When you finally get into Sammy's office [15, map on page 30], you're in for a surprise. The man himself is sitting at his table, as dead as a dodo.

**REWARD: 120 experience points**
**ENABLES QUEST: The Specialist**

## THE SPECIALIST

**QUESTGIVER: The Spezialist [15, map on page 30]**
**Questgiver's location: Sammy Mangano' s HQ in New Ashos**

When you enter Sammy Mangano's office, you find him already dead. A man appears and introduces himself as Lexington's hired killer.

Angry, you ask for an explanation; but the noise you make alarms Mangano's thugs who rush in and attack you both. Help the Specialist to kill these guys. The hired killer then leads you to a secret opening [16, map on page 30], which takes you into Mangano's cellar.

Follow the Specialist through the cellar area, watching out for Mangano's paid army of killers while you go. You don't have to fight them. Do what the Specialist does - just get the hell outta there!

## A CARD-CARRYING MEMBER

**QUESTGIVER: The Spezialist [15, map on page 30]**
**Questgiver's location: Sammy Mangano' s HQ in New Ashos**

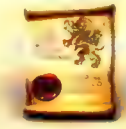
When you talk with the Specialist, you'll see that he can't really satisfy your curiosity. Return to the "Lion" and tell Lexington about the night's events. You'll soon find out that he was only testing you - but at least you've passed his test with flying colors.

OK, now Lexington knows he can count on you and your welcome in his club is always assured - and he gives you your members' card.

Leave his office and speak with the guy at the door.

Now you can show your newly-acquired members'card to him.

At last - the doors to the Casino are open wide for you. Go on in, but don't get distracted too much by the dice tables - Master Kaineth is at the single craps table at the end of the room.



**REWARD: 80 experience points**
**500 Auras and , Memebers' Card for "The Lion"**
**ENABLES QUEST: Video Ergo Sum**

## VIDEO ERGO SUM

**QUESTGIVER: Kaineth [12, map on page 30]**
**Questgiver's location: "Lion" Club & Casino, in the western part of New Ashos**

Your journey to Eollas takes you out of the University and the city. When you've been in the "Lion" and had your first rather unsatisfying conversation with Kaineth - the man you've been looking for since your arrival in the city - you will now be sent to the camp of the secretive and dark Scavenger.

Your destination is a region known as the Swallows, but it's still not clear to you how important this location is. It doesn't seem to have anything to do with the ability to see. At the end of your conversation with him, Kaineth repeats the sentence, "The curse of sight is that seeing is believing".

With these words engraved in your memory, you travel to the camp to the east of New Ashos – and when you arrive there, the guards at the gate really live up to their unfriendly appearance.
Use the password and the camp gates will be opened for you.

Ascend the wooden stairway on the left hand side of the camp and go through the stone door on the plateau. Eric is there, busy studying something in his research chamber.

When you meet him, you'll realize that he already knows why you're here, but he still wants you to do something for him. As he says, "Rights must first be earned". He wants you to find a special Oculus which is in the possession of a Mage living in the Swallows, a Master Damai.

To find out where this Damai lives, you'll have to penetrate deep into the Swallows. Damai is in the ruins of the old Faculty for Astronomy in the southern region of the Swallows. Beware! The paths in the Swallows seem to be lonely – but have your weapon ready at all times!

When you reach the ruins, enter the building through the main entrance and go down the steps into the cellar area. In the first room there, go up the stairs on the left and then take the next possible staircase downwards. This winding passageway will ultimately lead you to Master Damai.

He won't be very happy to see a stranger in his territory, so get ready for an unavoidable fight. He can invoke the dead and won't hesitate to use a few skeletons. Try to avoid the skeletons and get to the Mage himself to kill him. When you've done that, search the cellar for the artifact you came for.

It's in the locked chest on the shelf behind the operation stool.

Take it and return to Eric. In return, the Mage will offer you the "Gift of Sight". If you want this, you'll have to endure a horrible operation on your eyes. The outcome of this operation will be that you can now 'see'.

With your new eyes, return to Kaineth and – at last - hear the explanation about the events of the past.

**REWARD: 13,000 experience points**
**ENABLES QUEST:Shadows from the Past, Last Crusade, The Trophy, Love's Labors Lost, The Lost Partner, Painter of Magic**

## SHADOWS FROM THE PAST

**QUESTGIVER: Kaineth [12, map on page 30]**
**Questgiver's location: "Lion" Club & Casino, in the western part of New Ashos**

Eric has shown you the world of the Scavenger, in which the events of the past can be seen and read. You had to get your eyes changed to possess the same skills as those who can 'see'. Now you should talk with Kaineth again. Maybe you've convinced him enough to help you in your undertaking.

Go back to the "Lion". You'll find Kaineth there where you left him the last time - alone at his craps table.

This time he doesn't beat about the bush - he tells you he wants to meet you at the entrance to the Swallows - and that's all he says before teleporting himself out of the building. You'll have to be patient... sure, he's a strange guy, and you've just left the Swallows, but you're on the right track!

Get to the camp of the Scavenger as quickly as possible. Go through the gate and into the Swallows. You'll see Kaineth standing not far away.

But before you can approach him, you're surprised by visions of past events: you can see some Mages, standing in a circle and obviously trying to cast a powerful spell to stop the spreading destruction of the land. You can see Kaineth in your vision too - he's one of the Mages standing in the circle, but he's years younger in the vision and the only one who survives.

Talk to Kaineth about the things you've just seen. He'll tell you that those who can 'see' free themselves from their emotions, in order to see beyond moments which only affect themselves. Training and discipline strengthen this gift, enabling the creation of links between these individual moments, causing the path to allow itself to be influenced.

Having given you this confusing explanation, Kaineth now adds that the spreading destruction was the result of a failed experiment.

To help you understand it all, he asks you to accompany him into the ruins at the heart of the Swallows. Kaineth is a powerful Mage, and he can teleport himself there - which he does - unlike you.

Go to the location which was marked on your map. You'll find huge ruins there, now overgrown with branches, roots and undergrowth. As soon as you step into the ruins, you'll see your next vision of past events. You can see the young Gandohar just at the moment he ends an experiment with Verita crystals - and the destruction starts to spread.

Speak to Kaineth about this vision. He'll tell you that Gandohar and he were fellow students at the Veneficus University. Kaineth was Gandohar's friend, and he didn't want to believe that Gandohar was planning something far beyond the bounds of his strength and abilities. Kaineth mentioned that he once found Gandohar in the library, surrounded by books about the founders of Antaloor. Gandohar told him that the founders had left behind some kind of monument with a message - a message for the person who was worthy enough to find and receive it. That was a challenge which the young Gandohar, who had a high opinion of himself, could not resist.

To witness these events yourself, search for the disused well beneath the old University - but before you leave, Kaineth will give you an old key.

Go to the well. As soon as you step into the room, you'll have another vision of the past. In this vision, Gandohar is asking Kaineth to keep the water back magically, and when he does, a stairway appears. Gandohar descends, leaving his friend Kaineth behind.

Use the old key to open a secret door. Behind it, you'll find a lever, which you can use to lower the water level mechanically, exposing the stairway.

Go down the stairs and you'll enter a big hall in which a huge statue is standing - four chained elements held by a female being. When you approach, the next vision hits you. You can see the young Gandohar studying the glyphs on the walls and Kaineth, who's talking heatedly to him. Then Gandohar magically hurls his friend against the wall. From the conversation between the two, it's fairly obvious that Gandohar has found a way to release unbelievable power - and he plans to try it out in the ruins.

Travel as fast as you can to the ruins, where Kaineth is still waiting for you. When you approach him, a last vision appears to you. This time Gandohar is surrounded by flames in front of a table full of Verita crystals.

He has a strange black artifact in his hands. Using his magical powers, he sends a strong beam of magic energy into the Verita crystals lying before him.

The earth shakes, and black smoke seeps slowly upwards. After that you see fleeting glimpses of the visions which you already had.

Talk to Kaineth again. He will answer your questions - and tell you that he has spent his whole life trying to find out more about the event - but all that he has seen is the unavoidable end.

He mentions that Gandohar brought the black artifact with him from the island of Elkronas, or, to be more exact, a peninsula named Inisith - he thinks there is a large swamp area there.

Armed with this knowledge, you can now return to the Prophet, and perhaps get to grips with the last secrets of Gandohar.

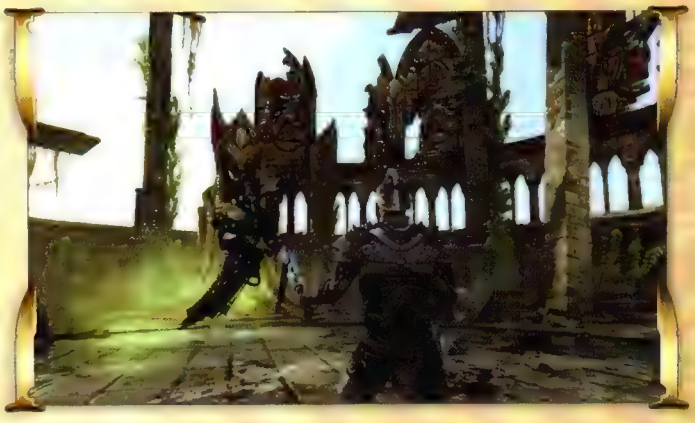
If you want to help the residents of the island of Eollas with their problems, now would be the best time to do it - because when you reach the swamp, you might find that a teeny bit difficult... you'll see why...

**REWARD: 700 experience points**
**ENABLES QUEST: On the way to the Swamps**

## ON THE WAY TO THE SWAMPS

You're once again on the island of Alsorna. Now you know what happened at the Veneficus University all those years ago, and you want to share that knowledge with the Prophet - but when you want to teleport yourself to Alsorna, you find there's something wrong with Ghortarius' teleporter – again. Use the teleporter near the Orc camp and go underground to look for the Prophet ...

On the way to see her, you encounter Sordahon in the destroyed dome! He's alive again and wants your head... badly.



Defend yourself and kill him - but this time make sure he's stays dead!

As soon as Sordahon is history, you should talk to a much more pleasant person. Dar Pha, who seems to be the only person waiting for you, tells you of the discussion the others are currently having. Tell her what you've discovered, and...

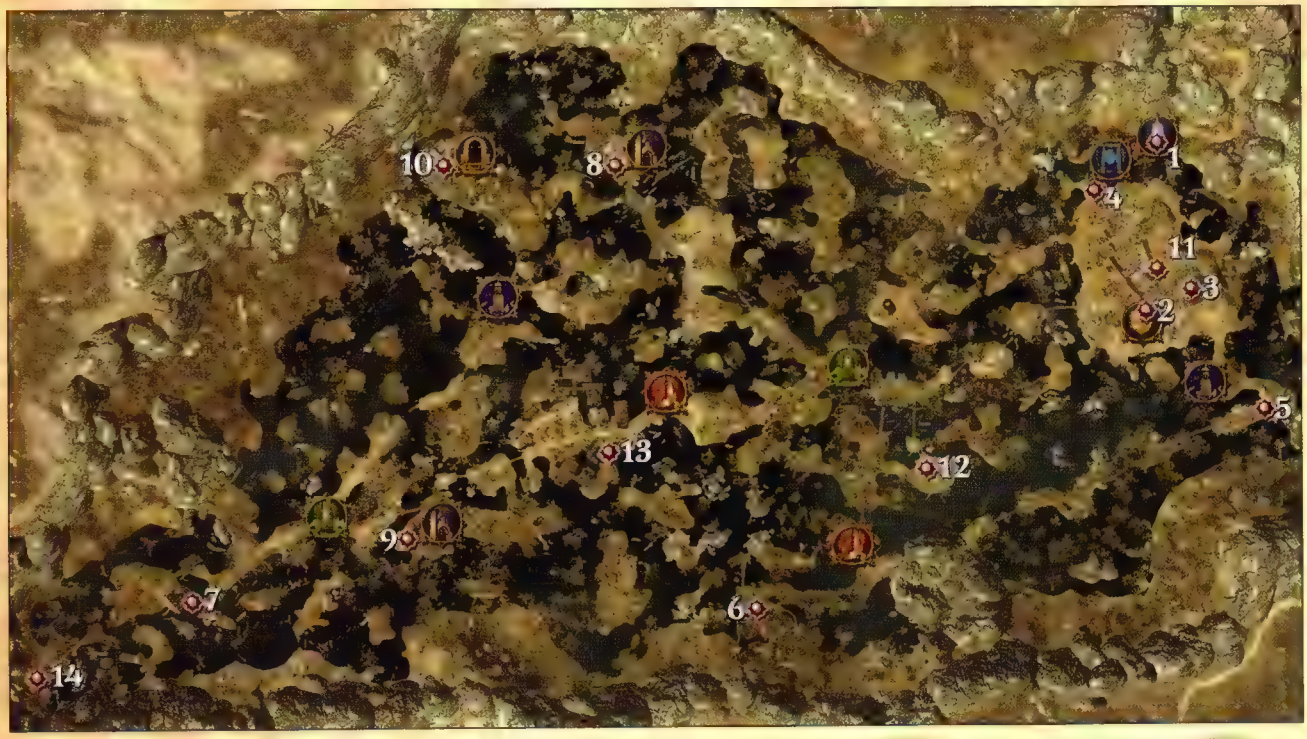
there's Ghortarius, whose talent for always appearing at the wrong place and the wrong time has apparently not left him. So your private conversation with Dar Pha comes to an abrupt end. Ghortarius demands that you continue with your task and promises to tell the Prophet all your news and what you've achieved. It seems you've no choice - it's hey-ho for the swamps Kaineth told you about...

**ENABLES: Chapter III: The Bane of Tír Geal**

# The Bane of Tir Geal

You have returned from Eollas with new information. You know now that the Swallows were created as the result of one of Gandohar's Verita experiments that went drastically wrong. The trail leads to a mysterious artifact, which he brought with him from the Swamp when he lived there - and he used this artifact in the experiment.

You know now that Gandohar must have paid a very high price for that artifact, something which could invoke Verita. It's up to you to discover the secret of this artifact. What are its origins, where does its power come from... and how did Gandohar come to possess it? These are questions that can only be answered in Inisith - once again you'll have to dig deep into Gandohar's past...



- 1 - Starting point
- 2 - Aidan
- 3 - Garadel and later Fiona
- 4 - Culainn the blacksmith
- 5 - Crow's Puddle
- 6 - Cemetery | The Cursed Crypt
- 7 - Nalia's tree house
- 8 - The Old Tower / Ruins
- 9 - Nalia's house and garden
- 10 - Old Crypt | Catacombs
- 11 - The widow
- 12 - Mad Culainn
- 13 - The necklace
- 14 - Mayor Mara's treasure

- Teleport
- Ruins
- Entrance to the cave
- Camps
- Shops | Merchants
- Altar of Maliel (Willpower)
- Altar of Aziraal (Strength)
- Altar of Throglin (Endurance)
- Altar of Yatholen (Accuracy)

**QUESTGIVER: Garadel [3]**
**Questgiver's location: The Temple in Tír Geal**

OK, so now you know all the past secrets of Gandohar in New Ashos - maybe it's time to look even further into his past now. After a short teleporter journey, you'll find yourself on a marshy path again. It will lead you through a seemingly abandoned and empty area - apart, that is, from the monsters you might encounter there.

Enter the Swamp... can you feel it? It's as if something ominously baleful is pressing down on the whole region - suddenly everything seems dark and threatening... you can almost smell the invisible danger waiting for you out there.

Right at this moment you'll find out that this sudden change of scenario is probably gonna be the least of your problems, because there's an invisible barrier blocking your way out... and it has also blocked the only teleporter to be found in the vicinity.

While you explore this mysterious environment, you'll find to your surprise that there seems to be a human colony in the nearby clearing - the forgotten village of Tír Geal...

Go into the village and walk in the direction of the well. Now you'll make meet your first villager - a man called Aidan. He'll make it clear to you that your presence in the Swamp won't bring happy smiles to the faces of the villagers – in fact, they believe your arrival will bring great danger for the whole village.

Aidan will refuse to say another word to you until you've spoken to the village elder, a priest called Garadel.

While you're looking around the village, you'll see Garadel coming out of the local church. Go and talk to him.

**REWARD: 6,500 experience points if you speak to Aidan, another 1,000 experience points if you speak to Garadel**
**ENABLES QUEST: The Priest and The Amulet**

## THE PRIEST AND THE AMULET

**QUESTGIVER: Garadel [3, map on page 46]**
**Questgiver's location: The Temple in Tír Geal**

Garadel proves to be more friendly and hospitable than Aidan, but he's also nervous about the danger your arrival could bring to the villagers.

The priest just managed to cover the village with a protective spell before evil invaded it. The inhabitants seem to be safe for the moment, but Garadel makes no bones about it - he expects your support.

The first step to a solution for this problem is an amulet - and you find out that Aidan has one. This time when you talk to Aidan, he's a lot friendlier, but he definitely doesn't want to give you his amulet. He needs it to help the other villagers.

Aidan seems to know of another way you could get hold of another amulet. Apparently you need the flashes of lightning which are attracted by a certain tower – and this lightning seems to lure the monsters which possess an amulet - sounds complicated, huh?

There is one man who can tell you more about the lightning, tho' - his name's Culainn and he's the village blacksmith - but you'll have to find him first.

**REWARD: 11,500 experience points, if you take the amulet to the priest**
**ENABLES QUEST: Culainn the Blacksmith**
**(if you don't get an amulet from Aidan)**

## CULAINN THE BLACKSMITH

**QUESTGIVER: Aidan [2, map on page 46]**
**Questgiver's location: The well in the center of Tír Geal**

Go to the smithy and look behind the building, where you'll find a blacksmith in trouble [4, map on page 46]! Help him to kill the creature and then have a talk with him.

He'll tell you about the spire (tower top) he threw into the nearby swamp, because it was bringing the village bad luck - and he says it gave him something to do, because there's hardly any work for a blacksmith here anyway...

**REWARD: 1,500 experience points**

## THE RESCUE

You don't have to start looking for the spire right away - having helped the blacksmith with the creature, you can now go back to Aidan and talk to him about his amulet again.

You can convince him to give you it - but only if you're honest... tell him that you probably can't bring it back. Then go to Garadel the priest and give him the amulet.

If you want to collect more experience points, however, we recommend that you search for your own amulet.

**REWARD: 5,500 experience points**
**ENABLES QUEST: Crow's Puddle (if you look for the spire in the Swamp), or Witch Hunt(if you get the amulet from Aidan with no problem)**

Many have tried to flee from the cursed village – but none have ever succeeded.

## CROW´S PUDDLE

**QUESTGIVER: Culainn [4, map on page 46]**
**Questgiver's location: Behind the smithy in Tír Geal**

Culainn told you to leave the village and head south east, so do just that. If you think the journey is too long for you, you could also swim to Crow´s Puddle - but you'd miss out on some loot (hidden in chests) by going that way.

After many battles with the persistent Undead and hellish Wolfiends, you'll finally reach Crow's Puddle.

## THE SUNKEN SPIRE

Take the spire – it's in the center of Crow's Puddle. A few other uninvited guests will appear as soon as you have the spire, but you're more than a match for them. Now the all-conquering hero (yeah, that's you!) can head west for the old sunken cemetery [6, map on page 46].

On the way there, you'll have to go through a spiders' nest - but the good news is there are treasure chests in it - just take care that you don't end up like one of the corpses dangling from the ceiling!

## THE CURSED CRYPT

The "Lost Spider Pit" is the breeding ground of the poisonous Giant Spiders. So be careful... don't become their next meal!

When you reach the cemetery [6, map on page 46], find the chapel and put the spire on it.

It will immediately be struck by lightning and that in turn will rouse a monstrosity - and when you see this creature, you'll understand why the villagers didn't want their spire up there!

The Ultimate Undead rouses from the depths of his crypt.

## THE CEMETERY CREATURE

The "Ultimate Undead" is much stronger than the other members of his species, but if you use the gravestones as protection, you shouldn't have any trouble getting rid of him.

Try to keep an eye on his weaker companions at the same time -they'll be wandering all over the cemetery and can still be dangerous.

## THE CREATURE'S AMULET

As soon as you've sent the Ultimate Undead back into his crypt, search his remains and take the amulet. Now you can go back and give Garadel the amulet - the Priest is waiting for you in front of the temple.

**REWARD: 15,500 experience points in total**
**ENABLES QUESTS: Witch Hunt**

*After you've helped Culainn, ask Aidan for the Amulet again and you will be rewarded with another 14,000 experience points as well as with a second amulet.*

## WITCH HUNT

**QUESTGIVER: Garadel [3, map on page 46]**
**Questgiver's location: The Temple in Tír Geal**

It doesn't matter if you took the amulet from the remains of the creature or if you got it from Aidan - Garadel the Priest will accept it gracefully and tell you about the village, its history and the terrible tragedy that happened around 20 years ago. He'll also tell you about a sinister Witch who's responsible for the many unholy creatures which plagued the village of Tír Caillte a few years ago and have since made the Swamp a deadly place to be.

You'll find the witch at the other end of the Swamp [7, map on page 46] - which of course means that you have to pass through many places that have been destroyed and/or contaminated, but look on the bright side... there's some treasure in there too!

*Before you leave the village, check your supplies and stock up in the village inn if you have to. The innkeeper is the only merchant far and wide.*

The Swamp, terrifying in its beauty...

On your way to the Witch's bizarre tree house, you'll have to fight your way through hordes of monsters... and at some time or other you'll find yourself totally outnumbered and surrounded by a whole horde of Zombies - A strange being suddenly appears out of thin air.
It's the mysterious Witch... but instead of attacking you she mows down all the monsters with one powerful blow... you can shed some light on this strange situation by talking to her.

Now you have a choice - either listen to the Witch, or try to kill her where she stands.

**REWARD: 1,000 experience points for finding the witch**
**ERMÖGLICHT QUESTS: The Old Spell and The Witch**

## THE WITCH

**QUESTGIVER: Garadel [3, map on page 46]**
**Questgiver's location: The Temple in Tír Geal**

If you decide to ignore what the Witch says, you better try to kill this devilish hag. She'll try to defend herself with magic, so you should kill her as soon as possible, before she gets any spells going.
When she's down, hurry back to the village, which is now free of the curse... but ...

**REWARD: 31,000 experience points**

## THE RETURN

... be prepared for a nasty surprise when you get there... all the villagers are dead, killed by a mysterious power.

Garadel the Priest is standing in front of his temple and only he seems to have escaped. He shocks you with the terrible truth about his person, about his creator and about the plans of the young Gandohar which have a dangerous weak point still undetected by the dark Imperator. According to Garadel, the young Gandohar believed he had gained full power over Verita, but he wasn't aware of the true essence of Verita and what it was capable of.

OK, great, but right now you don't have too much time to think about how much helpful information you've just received about your arch enemy (even if you do have the feeling that the parts of the puzzle are slowly coming together), because Garadel just told you what that mysterious artifact is that Gandohar uses to control Verita - it's part of Garadel's heart... he gave it to Gandohar to help him solve the big problem with his Verita experiment...

Uh-oh! While you're just beginning to realize the consequences of your decision to kill the Witch, Garadel undergoes a transformation into his awesome true self: a gigantic Demon almost as old as Antaloor. Garadel is the first creation of the fire god Aziraal.

**REWARD: 25,000 experience points**
**ENABLES QUEST: The Demon**

## THE OLD SPELL

**QUESTGIVER: Nalia [7, map on page 46]**
**Questgiver's location: The Witch's Tree House**

The craggy old witch begs for mercy and tells you she'll explain everything if you listen to her. She tells you her name and insists that she's telling the truth. Listening to her words, you realize that what she's saying is the complete opposite of what you heard in the village...

but before she can tell you any more, she's overcome by weakness brought on by rescuing you from your attackers. You can only help her with an old spell which will restore her strength.

You'll find the spell in an old ruined tower to the north of your position [8, map on page 46].

Inside the tower, the gift of 'second sight' you were given in New Ashos brings you a new vision from the past. You witness an event which happened when Nalia was still young.

This provides you with definite proof that Gandohar really did live in this region for many years - and you begin to see your arch enemy in a new light.

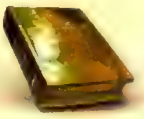
Nalia needs a scroll, which you'll find in a chest. Take it out but keep your eyes open! Some creatures are about to ambush you. Kill them and bring Nalia her life-saving spell.

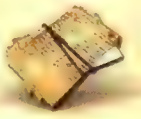
You'll see a burned-out area at the bottom of the ruins. All life in it has been destroyed. The crater in the ground is the place where the unknown evil appeared for the first time in the Swamp.

Take a close look and get yourself another 1,500 experience points.

In addition to the scroll which contains the spell, you will find pages from Nalia's diary spread all over the ruins by the wind.

These pages will also help you find out more about her past and about her association with the young Gandohar.





**REWARD: 14,000 experience points**
**ENABLES QUEST: Nalia's Garden**

## NALIA'S GARDEN

**QUESTGIVER: Nalia [7, map on page 46]**
**Questgiver's location: The Witch's Tree House**

When you arrive at Nalia's, you find out that the scroll from the old tower is useless, unless she also has the most important ingredient for the spell, an aniseed plant.

Head for Tír Caillte and look for her deserted house [9, map on page 46].

**ENABLES QUEST: Aniseed plant**

## ANISEED PLANT

You'll find several effective potions and some chests with forgotten property in the house. And you'll receive more visions from the past too.

Take a look at the role Gandohar played role in the tragedy which happened 20 years.

While you're looking for the aniseed in the garden behind the house, you'll encounter living weeds.

*The Guardian in Nalia's Garden...*

Fight your way back to Nalia and give her the aniseed she needs.

**REWARD: 13,000 experience points**

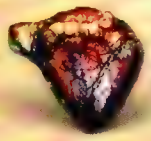
**ENABLES QUEST: Garadel's Scrolls**

## THE DEMON (ALTERNATIVE 1)

**QUESTGIVER: Garadel [1]**
**Questgiver's location: The Temple in Tír Geal**

Garadel is a highly dangerous opponent; if you're not careful, he'll tear you to pieces in a matter of seconds. Be alert, by all means, but also be patient; let him use up his strength. Then strike fast and kill his allies - when you've killed them, send the Demon back to the hell he came from.

**REWARD: 40,000 experience points**



## HEART OF THE DEMON

Search his remains and take his black heart.
When Garadel dies, the barrier surrounding the Swamp will disappear, because it was put there to ban the Demon. The teleporter will be working again as well. Now you can leave this dark place and return to Alsorna to continue your journey.

*You believed Garadel, and that saw the entire settlement of Tír Geal wiped out - but that's why you were able to conclude the chapter in another way. Now try believing the Witch in the "Witch Hunt" quest, and observe how the story takes another twist, giving you an even more intensive window into the past. Oh, and don't worry... the barrier will also disappear in this alternative solution!*

**REWARD: The Black Heart of the Demon**
**ENABLES QUEST: Chapter IV - Pieces Falling into Place**

## GARADEL'S SCROLLS

**QUESTGIVER: Nalia [7,map on page 46]**
**Questgiver's location: Nalia's Tree House**

Nalia seems to be feeling better now, so you can ask her about Gandohar and find out some interesting and surprising things from his past. Nalia will tell you about a scroll that she needs to fight the creatures - the only snag is, Garadel has it.

Go into the temple in Tír Geal [3, map on page 46].

Garadel's not there so just take the scroll out of the chest near the altar. You can also help yourself to the Priest's potions, he'll ignore the loss.
Just at this moment Garadel enters the temple - and he's not too happy about you taking the Witch's side.

Once again you're faced with a choice – stay with Nalia, or let the Priest convince you.

If you want to believe the Priest, go and see Nalia again... but this time kill her.

If you stick to your guns and don't allow the Priest to convince you, leave the temple with the scroll. A young woman named Fionna will stop you and tell you that Aidan has a problem and needs your help.

Fionna asks you to help Aidan [3, map on page 46].

**REWARD : 1,000 experience points, Garadel's scrolls**
**ERMÖGLICHT QUESTS: The Witch, Aidan afterwards**

## AIDAN AFTERWARDS

**QUESTGIVER: Fionna die Schneiderin [3, map on page 46]**
**Questgiver's location: Outside the Temple in Tír Geal**

Listen to Fionna and learn about Aidan's hasty decision. Now it's time to help him. Head for the old crypt [9, map on page 46] in the northeast part of the swamp.

Here you'll have to fight off the Undead - just like in the Swamp, they're all over the place. And in the catacombs it gets even worse...

## INTO THE CATACOMBS

*You'll find Aidan in the Crypt...* Go through a narrow passageway and you'll come to a small underground chapel, where you'll find Aidan.

He's dying... you've come too late. There's only one chance for him and that's the healing power of Nalia.

*Nalia heals Aidan.*

Don't worry that you might not get back to the chapel in time - the scroll of the Priest will give Nalia a lot more magical power and she'll teleport herself into the crypt right away.

Leave Nalia to heal Aidan and go to the main chamber. We promise you won't get bored - Garadel's waiting there for you!

*Garadel awaits you in the crypt - and his intentions aren't too peaceful!*

**REWARD: 8,000 experience points**
**ENABLES QUEST: The Demon (Alternative 2)**

## THE DEMON (ALTERNATIVE 2)

**QUESTGIVER: Nalia [9, map on page 46]**
**Questgiver's location: The Crypt in the Swamps**

The furious priest confronts you with the terrible truth about his person, about his creator and about the young Gandohar's plans, which have a dangerous weak point still undetected by the dark Imperator.

According to Garadel, the young Gandohar believed he had gained full power over Verita, but he wasn't aware of the true essence of Verita and what it was capable of.

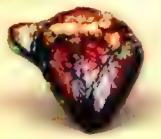
OK, great, but right now you don't have too much time to think about how much helpful information you've just received about your arch enemy (even if you do have the feeling that the parts of the puzzle are slowly coming together), because Garadel just told you what that mysterious artifact is that Gandohar uses to control Verita - it's part of Garadel's heart... he gave it to Gandohar to help him solve the big problem with his Verita experiment...

Uh-oh! While you're just beginning to realize the consequences of your decision to kill the Witch, Garadel undergoes a transformation into his awesome true self - a gigantic Demon almost as old as Antaloor. Garadel is the first creation of the fire god Aziraal.

## HEART OF THE DEMON

Garadel is a highly dangerous opponent; if you're not careful, he'll tear you to pieces in a matter of seconds. Be alert, by all means, but also be patient; let him exhaust his strength.

Then strike fast and kill his allies - when you've killed them, send the Demon back to the hell he came from. Search his remains and take his black heart.



**REWARD: 50,000 experience points for killing the demon**
**30,000 experience points for collecting the heart of the demon**

## AIDAN'S SURVIVAL

The Demon is now history, so get to Nalia and Aidan as fast as you can. The changes have stopped the premature ageing of Nalia in a wonderful way - now you're not seeing the craggy face of an old witch, you're looking at a pretty young woman.

Aidan is still weak - he can't remember what has been happening, but all in all he's doing fine.

Talk to both of them to clear up any remaining questions and close this chapter.

The destruction of the Demon has also caused the magic barrier to disappear, so now you can return to Alsorna and carry on with your journey.

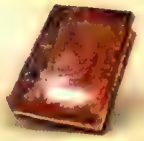
*If you decide to go back to the village again to talk to the survivors, you'll get extra experience points - and there are also auras galore to be found in the temple!*

The Second Edition of the Chronicles of Tír Geal tells of the Fate of the Settlement.

**REWARD: 30,000 experience points, 1,000 Auras**
**ENABLES QUEST: Chapter IV - Pieces falling into place**

**QUESTGIVER: None (give Garadel the amulet, then read the Chronicle to get your quests).**
**Location: The Inn in Tír Geal**

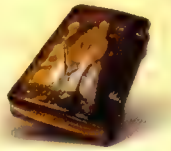
The Chronicles of Tír Geal are full of many old secrets and legends...



To learn more about the story of the cursed village, read the Chronicles - you'll find these hefty tomes in a chest inside the inn (to the northeast of the temple).

You'll read, for example, that the whole area has been cut off from the outside world for centuries. This is because of an invisible barrier that can't be penetrated from the inside, only from the outside - and no one knows why it exists.

Many came to the Swamps for various reasons, only to find that they were prisoners. Through the course of time, these people founded two settlements. Children were born... and never knew any other world but the Swamps. Both villages lived at peace with one another, trading and intermingling as much as their small world permitted.



You'll also read that the village was ruled many years ago by a corrupt and bloodthirsty mayor.

He exploited the trust of the villagers, stealing their valuables, although he knew there was no escape from the Swamps if he was caught - and where could he go with his stolen treasures? He was a man blinded by fanatical greed.

Maras and his treasure.

*The earthly remains of Mayor Maras are still somewhere in the swamp - as is the stolen gold.*

**REWARD: 4,000 experience points, Mayor Mara's loot (13,080 Auras)**
**5,000 experience points for reading the chronicles**

*Talk to the remaining inhabitants, you could learn some more information about the history of this place. And for every conversation, you'll get 200 experience points.*

## FROM THE NOTES OF ARGUS AETON, THE EIGHTH MAYOR OF TÍR GEAL.

### *SPRING*

*That Róich! I know it is a blessing to have a proper soldier (or ex-soldier, as he keeps saying, for some reason) among us, but I sometimes wish he would give others a break. He's been with us for over ten years, and yet he never misses an opportunity to remind us that he did not adjust to having to live here. I swear he seems to expect everyone to fall in and walk upright even in their sleep! No wonder he only really allowed one person to befriend him, that youngster Aidan. Nice boy, that one. Keeps coming in from Tír Caillte, though mostly to meet Róich now. I hope Róich won't turn him into a hard-assed duplicate of himself! It would do them both well if some of Aidan's politeness wore off on Róich!*

*And Aidan is a nice lad indeed. I remember how just recently I saw him picking flowers, and, as I jokingly asked what young lady would receive them, he blushed and whispered "Nalia." I do know her indeed, a sweet young thing from Tír Caillte, who sometimes brings us her potions and herbal medicines - but I had no idea that she and Aidan were that close. In fact, I recall the mage accompanying her once...*
*Then again, who knows what paths young love will take? He who ever maps those out shall be a wise man indeed.*

*Anyway, I do have to admit I felt happy when I saw how delighted the boy was when Róich presented him with that bow. I hear the young one is quite adept at shooting it, too. Wonder what Róich thinks? If there's anyone he could ever openly praise and pat on the back, it's probably Aidan. Although, knowing Róich, I wouldn't expect more than the usual gruff "Harumph!" from him, even if in his heart and mind he feels nothing but pride of the youngster! I talked with Meia of it, and she joked that no matter how well Aidan does, the best praise he could count on from Róich would be a nod of approval and maybe one word - "Adequate"!*

*I felt the need for a prayer today. I went to the temple - still glad to see the new spire on it, so straight and shiny - but I found myself praying alone. The priest was nowhere nearby. Probably visiting Tír Caillte again. I wish he'd spent more time with us. Perhaps I should speak to him about it delicately.*
*Thuan's orchard bore a rich crop! The apples are delicious. Thuan, modest as always, says that only the sun and the wind are to thank, but I keep joking that he must know magic to breed such wondrous fruit.*

*Must remember of the upcoming birthdays of Erilla and Fiona. Especially little Fiona's! Sixth year of life is an important event, and I'll bet she'd be thunderstruck if I forgot! Meia joked that we should bake Erilla a nice cake, and I almost agreed before I remembered! Imagine that, giving cake to a baker's wife - might as well bring Thuan a basket of apples when his birthday comes up in the summer!*

### *SUMMER*

*Today, I went to the cemetery, to place flowers on Mayor Kitewing's grave. There, I spent a while alone, thinking of the old mayor, his helpful though strange ways, his heartbreaking demise - of all things here, to die of poisoned air! And by one's own hand, too - for it was his unguarded experiment that released the gas into his very own rooms...*

*I feel he must have been too distracted, thinking too much of imagined problems. I perused his notes upon being chosen as the new mayor... and while 'tis a shame to speak anything less than praise of those that left us, I have to admit I was very much surprised that he spent so many hours thinking about such balderdash!*

*Deities, lurking evils, ancient magic... heavens! Mayor Kitewings's wizardly nature certainly got the better of him. I wish he had devoted less time to worrying about old fables. But at least he passed quietly, in his sleep, and Matthew tells me it had to be painless. I suppose if there's any consolation, that is it.*

*But, concerning some more pleasant subjects - Mayor Torgo came over! Seems they've already begun preparing the summer fest in Tír Caillte. I pretended that so have we, but in reality I did feel ashamed that I did not think of it earlier. Last year their pies were better than ours, no doubt, as was their apparel! I must call a meeting in the inn to discuss this today. Or perhaps I'll ask the priest to let me use the temple.*

*Hopefully he's not in Tír Caillte again, I swear he's been spending more time there than with us, his parish! Anyway, we'd better start readying, if we are to win this fest!*

### *The Day of St. Jonathan's*

*I have regained my composure to some degree. I doubt I could really have calmed down after last night's horrors, but at least I can write in a less chaotic manner... for now, anyway.*

*We have now locked ourselves in the temple and the inn, and we watch the surroundings. We still don't really know what happened. We dare not find out. Survival is the priority now - if at all possible.*

*What we do know is that last night a distant explosion woke us in the middle of the night. It seemed to have come from Tír Caillte, so some of us quickly prepared to leave and see what happened. Barne was the first one ready and he ran in front of us. He had a torch lit and we saw its flicker a good hundred yards before us, deep into the swamp, as we followed. Then, suddenly, it shook violently and disappeared.*

*And then we saw them. They were coming from right where we last saw Barne's torch. Shambling, stumbling creatures, the stench of slime and rot emanating from their twisted, unholy bodies covered in glistening spots of unnatural fungi... an affront to gods and mankind! They waddled towards us, and... we ran.*
*Gods help us, we ran, like the worst of cowards.*

*We almost attacked the priest, too, when we saw him rush into the colony, as we ran back into it, panicked. May gods forgive us! He already did, bless his heart. And who knows what would have happened without him...*

*No, that is not right. I know very well. It was he and he alone who saved us. Had it not been for the magical rites he performed right away, had it not stopped the monsters from entering the borders of the village... none of us would be here now.*

*And yet we are, sitting and wondering what to do. And whether there is anything we can do.*

### *Several days afterwards*

*The stench is now unbearable. The bodies scattered around the village - sometimes as terrifyingly close to the invisible edge of the priest's magic as can be - have begun to rot. And we cannot give a single one of them a proper burial. We dare not, though some are so close... We can only try not to look at them.*

*But there are so many... The monsters must have dragged some from afar to leave them here, for whatever reason. And they... oh, gods - they feed on them. I have seen the horror myself. I pray the sight leaves my memory one day.*

### *And another week begun*

*We hear strange noises. Not the ones that the shambling undead make - we almost grew used to them.*

*But there are new ones. Last night there was a howl that surely not even an undead's throat could have made. Earlier, Róich swore he once saw an ungodly shape move quickly behind some trees in the distance, running on all fours, and much larger than a wolf or a fox. We thought it was one of the undead, crawling... but now, doubts linger.*

*And there are other noises, too. Several times already we heard an unsettling sound, as if a swarm of angry bees flew nearby. There were beekeepers in Tír Caillte, and I myself saw some wild swarms by the cemetery some months ago, but... that buzzing was far too loud to have been made by bees' wings.*

*What other terrors hide in the fog?*

### *The morning after*

*Only a quick note today. I took some of my belongings and left them at Sheila's empty hut. My dearest Meia wants to go and stay there with me, but I had to say no. I truly need a night or two alone, to think and perhaps try to unwind.*

*Just a refreshment, only minutes in repose...*

# Pieces falling into place

You've finished your expedition into the past of Gandohar the Imperator - and you encountered both his enemies and his friends. You were given even more insight into his foul deeds, and, more importantly, you now know which artifact he used.

You've traced his secrets one by one and revealed them. Now it's time to meet your greatest enemy face-to-face. The Prophet tells you to try and sneak into Castle Vahkmaar and fight your way through to the Imperator.

You'll also be happy to hear that you won't have to face Gandohar alone - Cassara will be at your side to make sure that the powerful Imperator really does die - and that he stays dead, for all time.

## VAHKMAAR

- 1 - Starting point
- 2 - Main gate
- 3 - Secret entrance

- Teleport
- Ruins
- Entrance to the cave
- Camps
- Shops | Merchants
- Altar of Maliel (Willpower)
- Altar of Aziraal (Strength)
- Altar of Throglin (Endurance)
- Altar of Yatholen (Accuracy)

## WHATEVER IT TAKES

**QUESTGIVER: Cassara**
**Questgiver's location: The Room of the Prophet**

When you take Garadel's heart back to the Prophet in Alsorna, she seems to have changed in a strange way, but thanks to you she now knows the source of Gandohar's power. She asks you to find a way into Castle Vahkmaar and confront the Imperator. Cassara has created a piece of jewelry and you're supposed to bring it as near to Gandohar as possible. This magic artifact will enable the Prophet to teleport herself into the castle.

OK - it's about time you got around to using your alchemy pot for spells and the CRAFT system to optimize your armor. With the amulet in your pack and equipped with the best armor and weapons you could create, you must be spoiling for a fight – so teleport yourself to Vahkmaar [2].

When you arrive in that dark place, follow the road to the south, cross the bridge and the walls of the castle loom before you. Your sister Kyra is constantly in your thoughts – she's been waiting for a while in these dark halls for her brother to free her... at the same time, it wouldn't be too clever to use the main entrance and perhaps walk straight into the arms of your arch enemy.

So look for another entrance. Try the gate to the right of the castle - it's still locked, but there's a lever you can use to open it. The passageway [3] will lead you to the dungeons from which the Orcs freed you not so long ago.

Search through the dungeons, and don't shy away from fighting the powerful creatures you'll encounter here. When you reach the door on the first floor, you'll be greeted by one of the Imperator's guards. He tells you that Gandohar's expecting you... apparently sneaking into the castle wasn't as easy as you thought.

You'll be surprised when you meet Dar Pha on your way to the throne room; but before you can ask her what she's doing here, there's another big surprise in store for you... your sister is there too, alive and well! Kyra tells you that she got weaker and weaker after you escaped from Vahkmaar. Gandohar kept her alive by transferring more and more of his vitality to her. The ruler is now only a shadow of his former powerful self.

Before you can find out more, the conversation is rudely interrupted by the arrival of Cassara.

It turns out that you've been playing into your enemy's hands all along. Cassara had a clever plan: she knew that your escape would weaken Gandohar and that in turn would enable Aziraal to be freed. The god of fire would then allow Cassara's Dragons to rule over all of Antaloor.

She then transforms herself into the Dragon Queen and her only objective is to free her god Aziraal... Gandohar has other ideas and tries to hinder her. In the confusion that ensues, you should get out of the throne room with Kyra... fast!

Kyra leads you through a secret passageway to a tower where she tells you more about the events that have befallen her. Gandohar and she were preparing a ritual to extract Aziraal from Kyra's body and put him back into his sarcophagus.

To finish this ritual, they needed one of each race which Aziraal had ever created, the Orcs, the Demons and the Dragons... they already had two, and now a representative of the last race they needed was also here, although they hadn't expected a Dragon to suddenly appear before them...

Collect everything you can find here and *remember to save your game*! Follow the ladies into the portal. The Dragon Queen is already waiting for you.

She'll do anything to get rid of the last thorn in her side, the one who could spoil her grand plan – and that's you!

Cassara (now the Dragon Queen) can cause enormous fire damage, so try to keep a hand (or a finger at least) on your many potions... and let's hope you've collected a lot of them! To keep additional fire damage to your hero at a minimum, you must have some fire protection potions in your collection.

If you have to, go visit a Skillchanger in the Mages' Guild first. It will cost you skill points, but you can increase your element resistance to its absolute maximum. If you were wondering why we asked you to save your game, now you're beginning to realize why... this Dragon Queen is deadly! And you'll need even more... read on.

---

There are four Giant Crossbows on the tower. You'll need their firepower to beat the Dragon Queen, because the range of normal arrows and spells isn't great enough... and they would have no effect on this super-powerful opponent anyway.

Cassara will constantly circle around the tower, attacking you from various different positions. So don't make an easy target for her - stay on your toes and move fast from one crossbow to another. Hit her without being sent to hero's heaven yourself.

When the Dragon Queen realizes that she's weakening, she'll create magma warriors to distract you - she can use them to attack you without having to fear your counter-attacks. Try to fight only one of these magma warriors at a time and keep an eye on your vitality! You'll need several potions when the Dragon Queen hits you from above with her fiery breath.

When you finally managed to kill the lady, just lean back and relax!

After this you'll have the chance to finish all the quests you still haven't solved or found - and to travel freely through all of Antaloor. Well done!

# Epilogue

Well done!

You have successfully completed your difficult and complicated task! Your sister has been freed and you've put Aziraal, the god of fire, back into his tomb - he will never again wreak his unholy evil in Antaloor. Gandohar lost his life battling against the Dragon Queen and there are no successors to the throne.

Your sister Kyra then declares that she would be willing to rule in his place, if only to prevent the land sinking into chaos. It won't be easy, rebuilding the world of Antaloor and helping it to bloom and prosper again... but she promises not to rest until this dream has become a reality and Antaloor is the wonderful land it used to be.

You, on the other hand, decide to continue with the simple life of an adventurer... your fingers were made for sword hilts and axe handles, not for dipping into the hot stew of politics.

And there's so much more to be discovered out there – you have cave systems to explore, monsters to kill and treasures to find, to mention just a fraction of what awaits you... and there are even pretty young damsels to rescue... but that, my friend, is another story.

# SIDE QUESTS

## ALSORNA - THE UNEXPECTED PARADISE

From the records of the legendary antaloorian archaeologist Dave Spade

*Here I stand now on a bridge at sunset, and the bridge's stability is not only questionable, but simply not present. As so often I see a miracle of architecture and magic, while around me day and night escape almost unnoticed.*

*Before me shines the dome of an ancient architectural masterpiece, in whose cellars I allow myself to live in now. The rooms are beautifully furnished and strangely abandoned, as everything on the island.*

*But I want to start from the beginning. I had boarded a ship to escape the curse of the Archpriests (which hopefully now weighs on another seeker). As we finally reached the coast of the mysterious island that I had chosen as my destination, joy went through the crew. Alsorna, the forgotten island in the North of Antaloor.*

*I had come here with the intention to spend my retirement in peace and quiet. But when I entered the island, my spirit of research irrevocably awakened and has since not yet gone back to sleep. Traces of different civilizations can be discerned here. The oldest of them is likely to be that of the dragons.*

*An old nesting site in the center of the island bears witness until today, along with other symbols of their former presence. Therefore, it is even more interesting that the Groms have pitched their camp just there, centuries later. A camp that is now devastated and abandoned.*

*Whichever death may have befallen the Groms, it must have been universal, for I spy but their totems and deposits, but not even a single representative of their genus. Here I would like to mention in addition, that not the Groms are the successors and potential destroyers of the local dragon cultures, but the Tenebrae, whose unholy buildings I spy in the form of ruins on the entire island. The dragons' ritual places were simply rebuilt and used by the Tenebrae. Most interesting is the fact that besides the Groms, a necromancer seems to have used the cultists' cave buildings.*

*I cannot find an explanation other than that a disease must have killed the inhabitants. Animals are charring on the extinguishing fires. Not too long ago, they must have been impaled and placed there in hope of a good meal.*

*I find three altars, which are significant for my research here in location and genre.*

*Aziraal's altar near the breeding grounds, in a pristine, now barely visible form was built by the dragons themselves. It appears that later it was rebuilt by one of the other cultures, Grom, Tenebrae or Orcs (whose traces I have found here and there to my horror).*

*The Throglin altar, which the Groms must have built to render homage to their God and worship him.*

*And finally, Maliel's altar, which fascinates especially with its location and design.*

*As sanguinary as it may seem, I cannot find any explanation other than that the fleeing victims of the Tenebrae must have, over time, carved the alter from the stone, piece by piece, in hope that the goddess would protect them from their cruel fate.*

*The longer I'm on this island, the more enthusiastic I note that two lives would not be enough to decipher all the secrets of this place. Meanwhile, I have created something like a chronology of the changing inhabitants of the island. The only common feature of these different cultures seems to be the unfortunate fact of their extinction. The Tenebrae followed the dragons.*

*I certainly blame the Tenebrae for the disappearance of the winged lizards (at least on this island). The dragons have always been the most coveted of all prey breeds for the fanatic Anchorites (who by the way came with the most astonishing inventiveness, when it came to fetch the nearly invincible dragons from the sky).*

*But just like the Dragons, the Tenebrae at some point were chased down in Antaloor and finally wiped out in Alsorna, too. Centuries later, the Groms must have colonized here. Then there are also traces of human kind. Fleeing or castaways who sought refuge here, such as the crew of a pirate ship, who must have camped at the northern coast of the island.*

*So much to discover, and so little time. The job a wealthy cloth merchant from New Ashos gave me is already driving me to new, unknown territory. What secrets may the wild jungles of Eollas hold in store for me?*

# Alsorna

- 1 - Starting point
- 2 - Teleport
- 3 - Orc camp
- 4 - Destroyed bridge
- 5 - The Prophet's Temple
- 6 - Orcs' quarters
- 7 - Camp of the Groms/Teleport stone
- 8 - Shipwreck
- 9 - Arghud's Cave

- Teleport
- Ruins
- Entrance to the cave
- Grom Camp
- Shops | Merchants
- Altar of Maliel (Willpower)
- Altar of Aziraal (Strength)
- Altar of Throglin (Endurance)
- Altar of Yatholen (Accuracy)

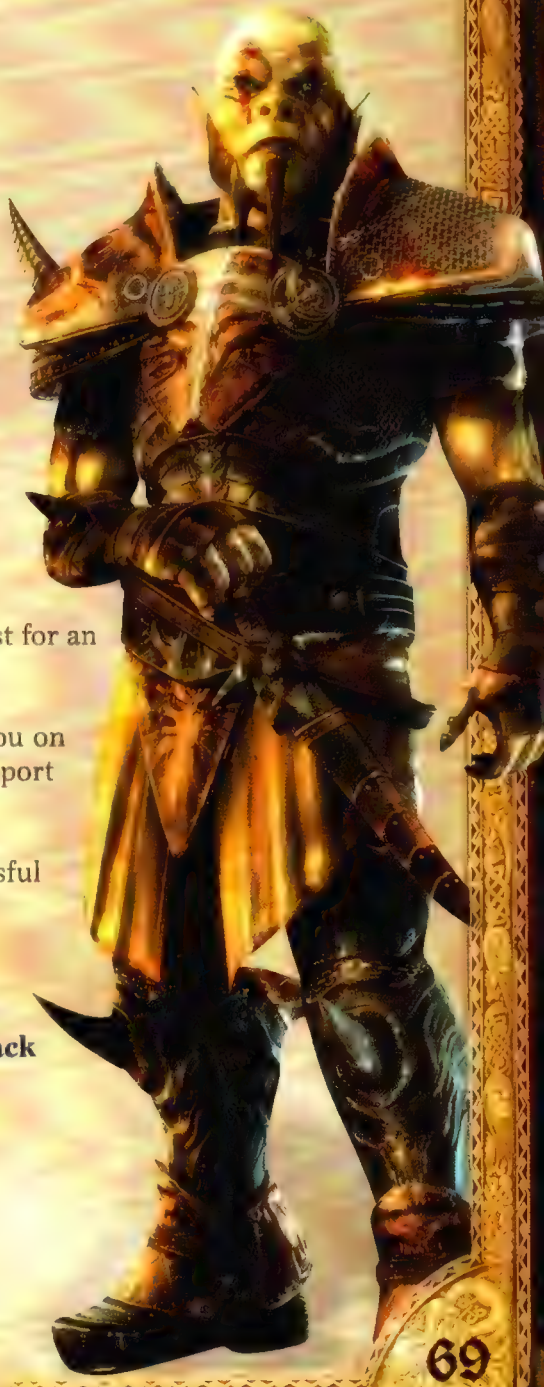
## THE SHIPWRECK

**QUESTGIVER: Rogdor**
**Questgiver's location: Rogdor's chamber, Alsorna's central area [6]**

Rogdor asks you to bring him a captain's logbook from a wrecked ship on the other side of the island. You'll find the ship stranded on Alsorna's northernmost coast [8].

Here's a useful tip for you – you would save a lot of journey time if a teleporter was placed in Ghortarius' chamber, from where you would then teleport yourself into the Orc camp. From the Orc camp, just follow the path north.

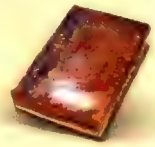
Shipwreck



You'll find the logbook on the ship's deck, in front of the door to the captain's cabin. Don't forget to take a look in the second locked chest for an additional reward!

When you've got the logbook, you'll see a few Necris waiting for you on the coast – but no worries - you can now use a teleport stone to transport yourself right back into Ghortarius' chamber.

Give Rogdor all the details and that will conclude another successful mission.



**REWARD: 300 experience points**
**ENABLES QUEST: The Payback**

## THE PAYBACK

**QUESTGIVER: Rogdor**
**Questgiver's location: Rogdor's chamber, Alsorna's central area [6]**

Rogdor asks you to take care of an old problem from his past. A problem like that is usually harder to solve than a recent one - because if it hasn't solved itself by now, it's bound to be a tricky one. This particular problem involves a mercenary called Velroy, who's supposed to be living in the Savannah with a group of Varns. According to Rogdor, it was Velroy who lured a unit of surviving Orcs into an ambush after the battle of Oswaroth - the unit was decimated and Velroy made a lot of money from loot.

Varn camp

You'll find Velroy, the man with no conscience, in the southeastern part of Erimos. [24, map on page 99].

The Varns' camp is a long way from Bayan, so you'd better go on horseback. Alternatively, you could use the teleporter at the house of the horse trader - that would save you a long walk on foot.

When you reach the camp, the Varns (all friends of Velroy) attack you immediately. When you've made Varn stew out of them all, approach Velroy and talk to him. He's a coward at heart and he'll try to bargain for his life, offering you auras to let him go - but it's your decision.

Velroy

Do you feel sympathy for Velroy, the famous ambusher of Orcs (in other words, is today's motto "The only good Orcs are dead Orcs")? Do you need auras? Do you feel like fighting today? If the answers to these three questions are yes, no and no in that order, then just accept his offer. After giving you your money, the mercenary will then disappear for good - and that will mean telling Rogdor a little white lie.

On the other hand, if honor is today's watchword and sneaky ambushers of Orcs are definitely not on your list of most popular people, refuse the blood money and kill Velroy out of hand. Rogdor will definitely show his gratitude. You'll find a rusty key on Velroy's corpse - it's for a hidden dungeon in the Savannah - but you'll also get the key if you spare Velroy's life.

Whatever way you decide to go - Velroy's bread or Velroy dead - go back to Rogdor's chamber when you're done and tell the Orc general that Velroy's gone for good.

**REWARD: Rusty key and 2,000 experience points**
**REQUIREMENT: The Shipwreck**

## ORCISH NIGHTMARES

**QUESTGIVER: Rogdor**
**Questgiver's location: Rogdor's chamber, Alsorna's central area [6]**

Now that you've completed Rogdor's two requests called "**The Shipwreck**" and "**The payback**", go and talk to Rogdor, the Orc general. He'll tell you that Ghortarius has recently been behaving very strangely - he can hardly sleep, and when he does fall into an uneasy slumber, he wakes up screaming and runs to the bridge in the woods.

You already know that even Orcs have their personal troubles - and if you want to prove how grateful you are to these people for rescuing you from Gandohar's clutches, the right thing to do is to go to that bridge and get to the bottom of this.

Maybe there you'll find what's causing the tough Mage's nightmares...

The path to the bridge is long and winding - and you'll encounter many Groms on the road, so be on your guard!

Some distance before the last Grom camp, the path forks left and it's here that you'll meet Arghud [9], a very strange shipwrecked sailor. He seems crazy, rambling on about a strange "God" whom he worships.

Don't let this seemingly harmless idiot fool you! He's trying to lure you into a trap – but you'll have to enter this trap with your eyes open if you want to continue helping Ghortarius and to solve the quest.

OK, let's do it... follow Arghud to the entrance of the cave where his ominous God is supposed to reside. When you go in there, he'll shut the rock door behind you. Stay alert, because there's a horde of undead opponents waiting for you in the depths of the cave.

Don't sweat it tho' - even after you enter the cave and you decide that the undead are currently too much for you to handle, you can still open the cave door anytime you want, then come back later to play this quest again.

To open the door, look for a lever in the passageway to the right of the cave entrance.

Or - fight your way to the end of the dungeon, where you'll eventually meet Arghud's "God". He's an extremely impolite necromancer who threatens you with the most horrible fates. He has also invoked some skeletons and they attack you right away.

Focus your attack on the necromancer Nathas - when he's dead, the rest will be easy meat. When you've killed every baddie in sight, you can use the teleporter to escape from the cave.

If you refuse to go and meet Arghud's god during your conversation with him, Arghud will attack you right away. He's easily defeated -kill him quickly, then go and face Nathas in the cave.

If you've left Arghud alive, and killed Nathas first, Arghud will be waiting for you in front of the cave when you come out. He's very angry with you for killing his "God" - but you know what to do with him...

When Nathas is dead, return to Rogdor and tell him that Ghortarius can once again sleep in peace.

**REWARD: 1,000 experience points, Nathas' staff**
**REQUIREMENT : The shipwreck, The payback**

*Take a look in Nathas' diary - you'll find out more about the real reasons behind Ghortarius' nightmares and more details about the common history of the Orc Mage and the would-be "God".*

## NORTAR'S COLLECTIBLES

**QUESTGIVER: Nortar**
**Questgiver's location: Nortar's Chamber, Alsorna's central area [6]**

Nortar will ask you to do something for him - that's no surprise, because everyone knows that Orcs are very busy creatures and don't have time to do everything themselves. He wants you to pay a call on one of his friends called Mongar. He lives in Jurban, but this is all you'll be told - Mongar will tell you more when you meet him.

Saddle a horse to avoid getting blisters on your avatar's feet, because it's a long way to the southernmost point on the island of Erimos.

When you arrive in Jurban, go to the house in the east of the village. There you'll be met by Mongar's wife - and she's very sad - and angry too.

During the course of the conversation, you'll find out that her husband has been murdered. She tells you that he was a bowstring maker and a true specialist in that fine art. A few days ago he was murdered by a mysterious man dressed in a monk's black habit.

When you tell Mongar's wife about the job you have to do for Nortar, you'll find out she already knows about it - so you can continue with that task as well. With one of Mongar's best bow strings in your pack, you can now return to Nortar.Mit einer von Mongars besten Bogensehnen im Gepäck geht es nun zurück zu Nortar.

Nortar will entrust you with another task right away. You're supposed to warn a man called Defora about the killer dressed in black, otherwise Defora could suffer the same fate as poor Mongar. Apparently Defora is a specialist in the manufacture of arrows and Nortar wants you to bring him back a quiver full of Defora's arrows.

Once again, you find yourself faced by a really long walk, all the way to Oros in the southeastern region of the Savannah. You could get there a lot quicker, however - take the teleporter to Halhin and go on horseback from there. You already know this route... remember the horse marathon?

When you get to Oros, you'll encounter a large band of Varns, so prepare yourself for a battle. When you've killed the first few jackals, go straight to the first house on the left of the entrance to the village - just ignore the other Varns you might see at the back of the village.

Go into the house... and... take a guess... uh-huh, there's a corpse in there - and it is (or was) Defora.

Maybe the mysterious killer in the black habit had something to do with this? Whatever... just search the corpse, take the quiver and return to Nortar.

When you tell Nortar what has happened to Defora, Nortar - now definitely worried about the rapidly diminishing number of his friends - will send you on your third and last mission for him.

He wants you to warn an Orc who's hiding in a camp near Hatmandor - and he believes that this Orc might just be next on the killer's list.

Teleport yourself to the "Lachrymose Head" teleport station, then head west. You'll soon see the camp.

Instead of meeting the Orc you were supposed to get in touch with, you're met by the mysterious killer in his black habit... Derrick.

During your conversation with him, you find out that he's a fanatical hunter of Orcs and Groms. OK, you're not one of these green-skinned warriors, but Derrick would still love to kill you.

Don't let that happen - kill Derrick quickly. Now Nortar's friends have been revenged, so you can go back to him and give him the good news.

**REWARD: 6,000 experience points**
**ENABLES QUEST: Nortar's Bow**

## NORTAR'S BOW

**QUESTGIVER: Nortar**
**Questgiver's location: Nortar's Chamber, Alsorna's central area [6]**

Nortar tells you that someone stole a bow from him a long time ago – and the bow apparently meant a lot to him. It disappeared after the Orcs' crushing defeat in the battle of Oswaroth.

Now Nortar has been told that a war veteran has the bow. This person goes by the name of Jarek and he has one big problem - alcohol. Jarek is supposed to be somewhere in New Ashos.

When you reach New Ashos, go to the "King's Court Inn" in the northwestern part of the city [3].

Use the stairs on the right to get to the upper floor, where you'll find two drunks on the left, talking as drunks do – loudly and almost incoherently. One of them is drooling lovingly about the old battleaxe he's got at home – this could be the bow thief you're looking for!

Im Gesprächsverlauf stellt sich heraus, dass Jarek ganz in der Nähe wohnt. Sie sollten sich diesen Umstand zu Nutze machen und versuchen, während Jareks Abwesenheit an den Bogen zu gelangen.

Talk to them – right enough, one of them is called Jarek and you'll find out that he lives nearby. You should take advantage of this situation and try to steal the bow back while Jarek is at the inn. Leave Jarek drooling and head towards the center of the city to find his house. [5]!

When you get into Jarek's house, you'll encounter a final, but not very friendly obstacle – Jarek's charming wife, the 'battleaxe' he was talking about!

When you talk to her, you'll soon find out that she'll be more than happy to get rid of her husband's bow - but only at the right price. Offer her 100 auras for it and she'll jump at your offer.

Once you've got this rare artifact in your possession, it's your decision - you can either take the bow back to Nortar, or keep it for yourself.

**REWARD: 4,500 experience points if you return the bow to Nortar and Nortar's bow if you decide not to tell him and keep it for yourself**
**REQUIREMENT: Nortar's collectibles**

## THE RUNESTONES

**QUESTGIVER: Sokaris**
**Questgiver's location: The Cellar of Sokaris [6]**

Sokaris tells you about the legend of an ancient Orc rune stone - it's a very rare artifact, one which has been lost for a long time. Rumor has it that the stone can be found in the Savannah on the island of Erimos. Take a look at the relevant route markings on your map to find the exact location of this place - it's the Creepy Den [1] to the south of Bayan.
Make sure you're ready for combat against skeletons!

When you find the rune stone and bring it back to Sokaris, you learn that there's another rune stone, but this one belongs to the Elves. This stone is also on Erimos, a long way to the south of the cave where you found the first stone. If you've already explored this area, you can use the teleporter at the house of the horse breeder [2].

By the way, when you're in the cave, you'll encounter scorpions and giant ants! The stone you're looking for is lying in the middle of the underground lake beside a rotting corpse.

When you bring the rune stone back to the Orc smithy, the blacksmith tells you something interesting - yep, you guessed it - there's a third rune stone and he wants you to find it for him.

This stone belongs to humans -and it's on Eollas. It all depends on your progress in the main quest, of course, but if you haven't been to New Ashos yet, you might have to take a break and put your quest for Sokaris on ice.

This particular cave is a little more difficult to reach, because it's on the other side of the Swallows. You have two ways of getting there:

1. Head north on foot and keep to the cliffs at the edge of the Swallows. At the summit of the Swallows, make for the interior and walk south for a while. You'll finally reach the ancient tombs. This location is surrounded by jungle (and the jungle's inhabitants!).

2. A much more elegant way to travel in this case is to take a boat along the south coast of Eollas.

This will avoid the Swallows and save you a long march on foot. If you're feeling strong (and patient) enough, you could even swim there!

When you're in the crypt's main chamber, you'll be met by a welcoming committee of a few Elepharachnide and Necris. Keep on the straight path and head for the spiral staircase which will take you to the second floor. The third rune stone is in a chest up there.

When you get back to Sokaris, he'll give you your fourth and last mission. This time you have to find the rune stone of the Dwarves.

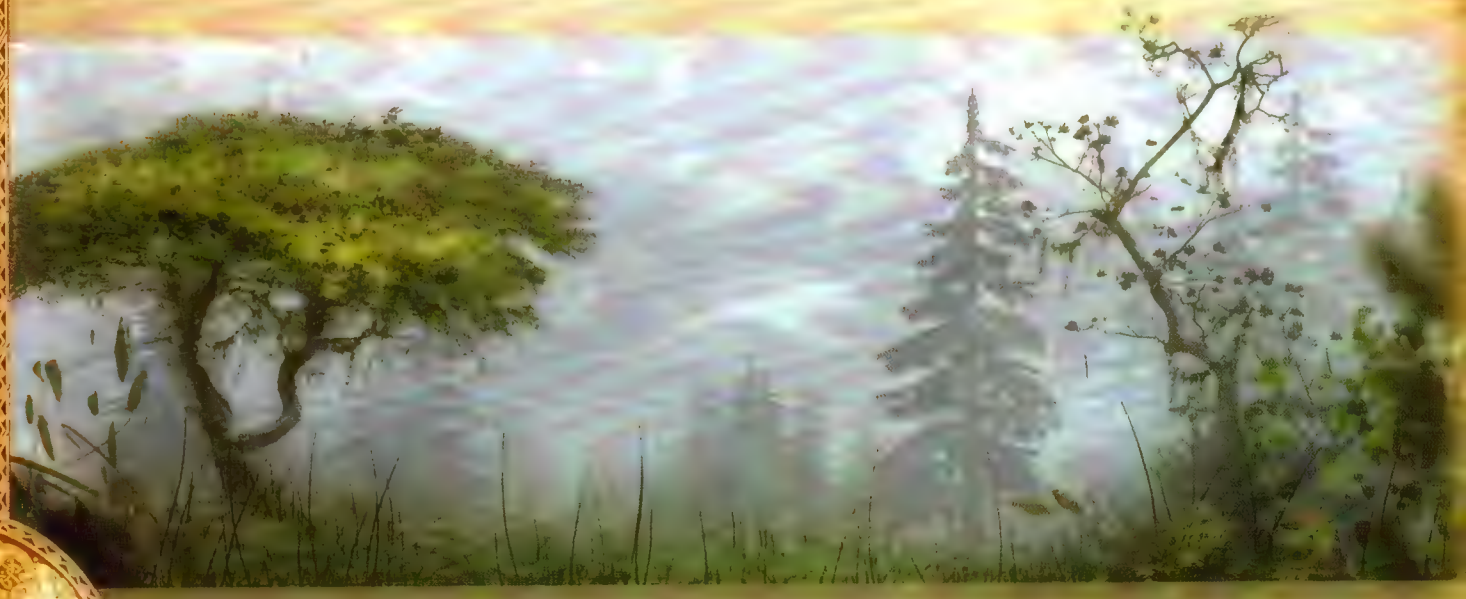
If you've already explored a little in Eollas, there are two comfortable ways of getting to the Mystical Den – you can use the nearby "Palm Grove" or "Scavenger Camp" teleporters. Now all that stands between you and concluding this series of quests are a few Elepharachnide, Werebeasts and Necris.

On these quests for rune stones, you have to remember that they only hold sentimental value for Sokaris, so you won't get any reward worth mentioning, apart from plenty of experience points.

Compensation is available tho' - search in all the caves for chests and ransack them all!

**REWARD: 4,000 experience points**
**REQUIREMENT: Main quest "Sokaris"**

*This is only an 'item collection' quest, so just avoid opponents if you think your relevant levels are too low to risk all-out battle. Get to each of the rune stones' locations as fast as you can - and get out of them even faster...*



# Ermos: Bayan

- 1 - Alima
- 2 - Lewsam, the Gravedigger
- 3 - Ledo's house
- 4 - Washed Up Joe
- 5 - Handy Andy
- 6 - Smart Matt
- 7 - Tobias
- 8 - Dagwa
- 9 - Matt's house
- 10 - Thome
- 11 - Thome's house
- 12 - Flora
- 13 - Sambu
- 14 - Odval
- 15 - Smuggler's Passage
- 16 - House of the occultists
- 17 - Jade's marathon

- Teleport
- Ruins
- Entrance to the cave
- Camps
- Shops | Merchants
- Altar of Maliel (Willpower)
- Altar of Aziraal (Strength)
- Altar of Throglin (Endurance)
- Altar of Yatholen (Accuracy)

## FORGED PASS

**QUESTGIVER: Smart Matt [6]**
**Questgiver's location: The Village of Bayan**

After your unexpected landing in Bayan, you'll soon encounter the first obstacle. The Hatmandor gate is closed and guarded by a couple of uncompromising soldiers. When the villagers find out that you - apparently a newcomer to the area - are trying to get in through the gate, some tricksters will immediately try to relieve you of your money.

Matt is one of these tricksters. He'll talk to you and then offer you a forged pass. If you give him the money (a hefty 500 auras, by the way), he'll take you to his house and slip out through the cellar while you're waiting, leaving you 500 auras poorer and still without a pass. At least you can ransack his property, since his house is now deserted.

You can also discover his getaway route - it's a narrow path leading to the eastern desert, and it will take you right to the herd of ostriches you're supposed to hunt (**Veterinarian Practice**).

If you love your money, avoid both Matt and Tobias - go straight to the cemetery instead, where Lewsam will refer you to Thome the Scribe. Alternatively, talk to Dagwa, the poor beggar woman. Give her something to eat and she'll demonstrate her gratitude by showing you a smugglers' path [15] on your map – and the path will lead you right past the gates.

## SMUGGLERS' PASSAGE

**QUESTGIVER: Tobias [7]**
**Questgiver's location: The Village of Bayan**

While you're trying to find a way past Bayan's closed Hatmandor gate, you'll meet Tobias, a clever thief who calls Bayan home.

He abuses the gullibility of his victims to make his money – and he wants 300 auras to tell you about a smugglers' path which avoids the Hatmandor gate - but as soon as you give him the money, he'll lock himself into his house on the opposite side of the street.

Since you won't have a chance to get into the house later - to rummage through the various nice chests and closets in there - don't give him the money.

Anyway, you're not exactly someone who likes being tricked out of his money, are you?

TIP

*There actually is a smugglers' path, but Tobias won't tell you where it is! You should give poor Dagwa something to eat - that's the right way to find that elusive path.*

Alternatively, you can solve the problem of the closed gate in the quest called "**Thome the Scribe**".

## MINT ROOTS

**QUESTGIVER: Alima [1]**
**Questgiver's location: The Village of Bayan**

When you trustingly enter Ghortarius' teleporter, a short journey will take you to Bayan, a poor village which suffered terribly under the merciless heat of the Savannah. The water supply finally dried up and dry grass became desert. The populace of Bayan is currently starving - the villagers are even killing their own horses for food. The last surviving horse in Bayan is owned by Alima the village ruler.

She says she'll lend you her horse, but it's sick – you'll have to make a healing potion for the animal first. You'll find the ingredients for the potion in a nearby valley (which you can reach quickly if you use Matt's escape route [9]). Kill the five ostriches there before they fully digest the ingredients you need.

## VETERINARIAN PRACTICE

**QUESTGIVER: Alima [1]**
**Questgiver's location: The Village of Bayan**

Alima will be relieved when you bring her the mint root – brew a laxative potion for the horse under her guidance.

This will activate the "**Alchemy**" talent and you'll be able to brew your own potions from now on.

Alima will also give you a guide, which you can read to expand your knowledge on the subject. Alima's horse has now recovered from its ailment and she lends you the animal, begging you to help the village. The series of quests associated with this request is the largest apart from the main quest, so it really makes sense to take this job on.

Forget your conscience and search through the stuff in Alima's house too - after all, you're going to save her village! While you're rummaging through her property, you'll find a diary - it will reveal some interesting facts about life in the desert and about Alima's situation.

**REWARD: 1,800 experience points, a horse**
**ENABLES QUEST: Starvation**

## STARVATION

**QUESTGIVER: Alima [1]**
**Questgiver's location: The Village of Bayan**

Alima, the village elder, told you about the problems currently plaguing her village - crops scorched black by the sun, starving people and an overpowering feeling of sheer hopelessness.

The neighboring village, Halhin, seems to have enough food, but Halhin has called a halt to all trading between the villages. She asks you to pay a call on Altan, Halhin's village ruler, to try and persuade him to open up trading again.

When you arrive in Halhin, you soon realize that Altan [1, map on page 81] will only agree to this if he absolutely has to. So there's nothing else for it - apply for the position of village ruler yourself and pass the initiation ceremony [2-3].

Ride like the wind to beat Altan's record - this will convince him how strong your willpower is – and how important Alima's request is to you.

However, before he agrees to open up trade between the villages again, you'll have to stop the drought which is threatening Halhin.

After your final intermezzo with Selen [7, map on page 81], the female guard in the lighthouse, Altan will be forced to keep his word - and you can be proud of the fact that you have saved Bayan.

If you killed Selen, Alima will be grateful and she'll give you a pair of her pants (of your choice) made by her husband.

If you agreed to Selen's conditions, Alima will retire and the marionette of the Manganos, her brother Ledo, will become the new village ruler.

**REWARD: 2,450 experience points, 300 Auras**
**one of 3 magic pants - at your choice**
**ENABLES QUEST: Initiation Ceremony, Rustler's Run**

# Ermos: Halhin

- 1 - Altan
- 2 - Initiation Ceremony
- 3 - Sculpture
- 4 - Purew the cook
- 5 - Basaan the entomologist
- 6 - Acacia grove
- 7 - Selen

- Teleport
- Ruins
- Entrance to the cave
- Varn camps
- Shops | Merchants
- Altar of Maliel (Willpower)
- Altar of Aziraal (Strength)
- Altar of Throglin (Endurance)
- Altar of Yatholen (Accuracy)

## INITIATION CEREMONY

**QUESTGIVER: Altan [1]**
**Questgiver's location: The Village of Halhin**

Bayan is in the grip of a terrible famine, and the villagers are starving. Many of them are going to die a terrible death, so you decide to help them. You were sent to Altan, the village ruler of Halhin - he was the one who annulled the trading agreement between the two villages.

Your task is to persuade Altan to change his mind about selling food to Bayan. When you arrive in Halhin and talk to Altan, you'll soon realize that he's an obstinate man, very difficult to convince.

You hear about a horse race, the winner of which can become the new village ruler of the desert villages - and you want to convince him to allow you to take part in the initiation ceremony.

Read the scroll and follow the route marked on it. Mount your horse and gallop through the canyon. Try to avoid the animals and obstacles on the way. You'll find the symbol at the end of the road. Now ride back to Altan and start your preparations for the real race.

**REWARD: 2,135 experience points**
**ENABLES QUEST: Rustler's Run**
**REQUIREMENT: Starvation**

## RUSTLER'S RUN

**QUESTGIVER: Altan [1]**
**Questgiver's location: The Village of Halhin**

Altan, the village ruler of Halhin won't be convinced - so you'll have to become village ruler yourself!

When you've passed the initiation ceremony, you can finally try to beat Altan's record - and that will make you the next number one man in Halhin.

The traditional horse race takes place between the eastern villages of Erimos. Ride fast to Oros to collect the trophies - and make sure that Altan knows he's been defeated when you arrive - shame him.

Try to keep an eye on your horse's stamina, but ride as fast as you can without actually killing the animal.

**REWARD: 2,300 experience points, 10 reputation points in horse racing, 1 skill point**
**ENABLES QUEST: Drought**

## DROUGHT

**QUESTGIVER: Altan [1]**
**Questgiver's location: The Village of Halhin**

Altan, shattered by your unexpected victory, won't accept an adventurer like yourself as his village ruler. You don't have time for games like this, so try to have a serious conversation with Altan instead of killing him. During the course of your talk with him, you'll find out that Altan is really worried about his own village.

The advancing desert is also going to engulf Halhin and the deadly drought is threatening to destroy the village. Strangely enough, Altan doesn't seem to have found the time to talk to a few interesting characters in his own village, so you should do just that.

The cook Purew [4], whom you meet at the pier in Halhin, tells you that termite eggs make a great meal. He gives you an almost unsolvable riddle (the answer to which is "Termites", by the way), which you are (now) able to solve.

He'll reward you by giving you useful information which will lead you to the next interesting inhabitant of the village.

You'll find the insect researcher Basaan [5] working on a nearby hill. Start talking to him about termites - oh, Basaan will be delighted to have found someone to listen to him. Bubbling over with enthusiasm about this new-found professional insect lover and colleague (yes, that's you), he'll provide you with lots of information. You'll finally glean what you need to know - and that is that termite colonies are an indication of underground water.

You could also search his house, read his book and find out the same thing. Or you could buy the book from Basaan - or after you've read the book, try to get the information out of Purew the cook.

Whatever - now you know what you're looking for. When you get to the acacia grove [6], it's crawling with Varns - and they're not as dumb as they look, because they're digging furiously for you know what. Enjoy watching them for a while - then put an end to their hard labor by sending them into the next world.

When you've done this, go back and tell Altan you've been successful in your quest to find a way to end the drought. Unfortunately, it seems that winning the traditional horse race isn't the only way to become the power in the village - you soon find out that no decision can be taken without the approval of the Mangano family - and a decision already made by the Manganos, like stopping trade between the villages to topple Alima from her position, apparently cannot be reversed.

Go and talk to Selen [7], who's already expecting you in Halhin's lighthouse.

You can choose to do what Selen wants - and profit from the intrigues of the Manganos, get your pass and money – or finish it by killing her (try throwing her down from the lighthouse).

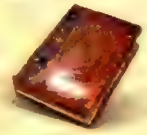
If you decide to do what Selen wants, you'll have to contact Alima's brother Ledo, the one who in future will run the village the way the Manganos tell him to run it. Go to him and give him Selen's message.

After that you'll find Alima and her brother in her house.
Ledo will become the new village ruler of Bayan and Alima will retire for the sake of the population...

If you've had enough of the whole affair, just kill Selen. That will shock Altan so much that you can at last convince him to lift the Manganos' ban on trade with Bayan. Alima will be grateful and she'll give you a pair of pants made by her husband, who is a talented tailor.

You'll also get the chance to confront Selen in a subsequent quest - and that will mean even more experience points for you.

*Start collecting termite eggs everywhere you go! You can use them for later quests.*



**REWARD: 2,450 experience points**
**ENABLES QUEST: Termite Eggs**

## JADE'S MARATHON - ROUND 1

**QUESTGIVER: Sambu [13]**
**Questgiver's location: The Village of Bayan [17, map on page 77]**

When you've saved Bayan from famine, Sambu, who tried to beg some food from you a while ago, will offer you a starting place in the marathon – that's a traditional horse race through the Savannah – and explain the rules as well.

Each participant must put something in the jackpot before the race starts. The victor gets it all, losers forfeit their stakes.

Since the inhabitants of the Savannah are all poor, the jackpot contains some really peculiar objects - but you'll have to win the race first before you can get a look at these items.

Get on a horse (if you don't have one, no sweat - you'll find one nearby), tell Sambu that you want to take part in the race and collect three jugs from the three different villages in the Savannah.

You have to follow the route markers, otherwise you'll be disqualified. Collect the jugs one after the other from Jurban, Oros and Halhin in that order and gallop as fast as you can back to Bayan (by the way, you don't have to dismount to collect the jugs).

If you don't run your horse too hard, you should reach Sambu with a good lead. If a victory here isn't enough for you (ah, greedy for more), talk to him again and take on his next challenge too.

Part of your reward is a house in the Savannah and you can safely store your property in it - let's be honest, no one else but you would ever be bold enough to walk into a strange house and rob the occupants of their few valuables!

**REWARD: 2,650 experience points, 10 reputation points in horse racing, 153 Auras a deed of ownership to a house in Oros, an old guitar, leather boots**
**ENABLES QUEST: Jade's Marathon – Round II**

## JADE'S MARATHON - ROUND 2

**QUESTGIVER: Sambu [13]**
**Questgiver's location: The Village of Bayan [17, map on page 77]**

OK - you've won the first round of the marathon! Now Sambu will offer you a place in the starting lineup of the second round - but this is more difficult than the first-round, because you have less time for the same course. The jackpot is full to the brim with the treasures of the desert inhabitants - and it's just waiting for you to win it...

**REWARD: 3,200 experience points, 10 reputation points in horse racing, 327 Auras, coconuts, dirty rags (magic robe)**
**ENABLES QUEST: Jade's Marathon – Round III**

## JADE'S MARATHON - ROUND 3

Having won the first two rounds, your expectations and those of the spectators are naturally high. Only the best riders on Erimos take part in the third marathon - you'll need to exercise perfect control over your horse in this one. You're guaranteed to win the respect of the Savannah people if you win this race.

**REWARD: 3,600 experience points, 10 reputation points in horse racing, 609 Auras, coconuts, work gloves made of leather (magic)**

## THE LOST HEAD

**QUESTGIVER: Lewsam the Gravedigger [2]**
**Questgiver's location: The Village of Bayan [map on page 77]**

During your sojourn in the Savannah, you'll come across the friendly gravedigger Lewsam behind Bayan. In contrast to some of the other starving villagers, Lewsam earns his money honestly. His business is naturally flourishing in these hard times and he's up to his neck in work :). Lewsam's motto is that you have to keep your head in times like this – but he's got one head too many!

Help this busy man and relieve him of a rotting head - he wants you to find the corpse to which it belongs.

You'll be sent to the "Last Meeting" funeral parlor, where the owner Ghazan is supposed to manage sending the complete remains of a merchant to Cheznaddar. He would probably have done it too, if three resurrected grave robbers weren't trying to kill him!

Free these poor souls from their sad existence and talk to Ghazan. He'll admit that he's already sent the headless corpse to Hatmandor. Since you don't want to entrust this incapable idiot with something important like the rotting head quest, take on the task of following the corpse to its destination. As soon as you've opened the Hatmandor gates, go to the house marked on your map and handover the not so sweet-smelling head to Muntasir, a distraught necromancer you'll find in the cellar. He'll be very grateful and give you a letter in return, which authorizes your entry into the Necromancers' Guild!

Now you can also allocate some of the contracts on the black bulletin board of the Mages' Guild and contracts from Bad Yl of the Necromancers' Guild – and this will increase your reputation in these important organizations.

Go back to Lewsam and Ghazan and tell them that everything is finally where it should be.

Your visit to Lewsam is especially fruitful - he'll be so grateful that he won't only give you money (don't get a bad conscience - he's one of the richest people in the Savannah), he'll also give you the opportunity to get into big business – he'll loan you the burial manual of his grandfather.

**REWARD: 2.750 experience points,**
**14 reputation points with the Necromancers' Guild**
**50, 40, 100 and 150 Auras, Oculus**
**ENABLES QUEST: Scribe's Inkwell**

## TERMITE EGGS

**QUESTGIVER: Purew [4]**
**Questgiver's location: The Village of Halhin**

When you've rescued the village of Halhin from the ominous drought, go and talk to Purew the cook again. You'll find him in his open-air kitchen at the pier, where he tells you about a new dish he has invented. If you remember what he told you the last time you met him, you'll know that his specialty is making nourishing meals from termite eggs. Now he needs 10 handfuls of these eggs to try out a new recipe.

When you bring him the eggs, all he does is succeed in setting fire to them! Sighing, you once again make your way into the desert to look for termite mounds. Remember the acacia grove? You could try that location again – or take on the Drought quest to try and harvest another 30 eggs.

**REWARD: 1,700 experience points**
**100 and 300 Auras**

## MISSING SPADES

**QUESTGIVER: Kafil [8, map on page 99]**
**Questgiver's location: Southwest of the Village of Oros**

On your travels through the Savannah, you'll meet some very strange characters. One of these is Kafil, a self-confident man who has begun to build a house in this lonely and unfavorable location. It turns out that he needs help.

Thieving baboons have stolen the spades he needs to complete the construction of his half-finished house. They've taken them to a hidden canyon not far off. He promises you a reward if you can get rid of these bandits.

If you make your way to the canyon to kill the baboons, you won't find the spades – and when you return to Kafil, you'll realize you haven't paid enough attention to who was there and to Kafil's exact words when you were talking with him.

The actual thieves were the so-called laborers – all armed to the teeth - who wanted to 'help' him to build his house... but you would never go the canyon without thinking it through carefully beforehand anyway, would you?

When you've talked to Kafil again, you now understand exactly what's happening.

Don't hesitate - attack one of the laborers (take the one in the middle first, he'll grab for his bow), then kill the rest of the thieves.

When Kafil comes back (he's no fighter and ran away scared), you'll get a few auras and some weapons for your trouble.

**REWARD: 2,000 experience points, 200 Auras**
**(if you saw through the baboon story and understood that Kafil was in trouble)**

## SITE OF A FIRE

**QUESTGIVER: Cheren [6, map on page 99]**
**Questgiver's location: East of the Village of Bayan (This is a bonus quest)**

On your travels in the sandy world of the Savannah, you'll meet an older lady at a deserted armory. During the conversation with her, you can hear that fate has been very cruel to her. Her property was completely destroyed by Gandohar's troops on their way to Hatmandor.

She also has two mentally-handicapped daughters who need constant care - they also urgently need medicine. You tell her willingly that you'll get the medicine for her.

When you get to the remains of her house, you find out that a horde of thieves have settled in the ruins [7, map on page 99].

Talk to the leader of this band of rogues. He more or less tells you that Cheren will have to earn the medicine rations on a regular basis.

If you are naive about this and ask him what he means, he'll tell you in no uncertain terms and then scornfully send you on your way.

Returning to Cheren, you discover that the robbers have really made her pay for enlisting your help. She's lying on the floor, badly beaten - she tells you her daughters managed to escape to a nearby cave. Return to the thieves and really make them suffer for their brutality.

If you decide that the thieves should be killed even after your first conversation with them, do it and return to Cheren with the medicine. This wise decision about the characters of the bandits will be rewarded with additional experience points.

Give the medicine to a grateful Cheren and accept the gifts her daughters give you.

**REWARD: 800 experience points**
**Boots from Cheren's daughter and gloves from Cheren's daughter**

## DONATION FOR AN ADDICT

**QUESTGIVER: Washed Up Joe [4]**
**Questgiver's location: The Village of Bayan [map on page 77]**

From time to time, you can take a break from your important mission to save Antaloor - and try and relax with a game of dice. This game is played at several locations.

Andy, a man from Bayan, is an experienced dice player and he'll challenge you to play against him. Joe, with hardly an aura in his pockets, overhears the conversation and advises you not to play Andy. Joe lost all his money playing dice.

Not that Joe wants to stop playing, oh no - if you want to give him the chance to get back into the game and satisfy his gambling bug, give him 100 auras and hope that he can win something for you.

In return, he'll surprise you by giving you a genuine document which reveals the entrance to a legendary crypt in the Savannah - and will give you access to a long series of quests in the role of a grave robber.

**ENABLES QUEST: The Tomb of Archpriest Narmer**

### TOMB OVERVIEW

- 1 - The Tomb of Narmer
- 2 - The Tomb of Aha
- 3 - The Tomb of Raneb
- 4 - The Tomb of Qaa
- 5 - The Tomb of Userkaf
- 6 - The Tomb of Huni
- 7 - The Tomb of Den
- 8 - The Tomb of Sahura
- 9 - The Tomb of Unas
- 10 - The Tomb of Teti

Teleport

## THE TOMB OF ARCHPRIEST NARMER

**QUEST INITIATED BY: Washed Up Joe [4, map on page 77], Village of Bayan**

Harmless Joe, the gambler who always seems to lose, might have a few character weaknesses, but two-faced cunning isn't one of them. The information he provided does actually lead you to the legendary tombs of the archpriests, the ones who built the temple of Hatmandor.

You'll encounter numerous traps and almost endless labyrinths of passageways, but success will pay...

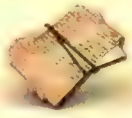
The architecture of each of these tombs is very similar - there's an entrance and a main chamber and you have to find the latter.

Once you're in the actual labyrinth [1] itself, you'll quickly find the main chamber if you decide on one direction and stick to it – meaning turn right at the start and keep right at every fork in the passageway; if you take a left at the start, keep left all the way. The same principle applies when you're on your way back out of each tomb.

When you reach the main chamber, you'll have to fight some undead creatures which will materialize as soon as you approach the corpse of the person who obviously died in here some time ago.

The actual grave of the tomb is empty, but as soon as you open it, nasty creatures will attack you.

All you can find is a scrap of paper describing the site of the next tomb - and this in turn tells you that Joe, when he's not gambling, must either be a member of a band of grave robbers, or part of an archaeological team – but in this case, gambling would seem to be a healthier pastime for him!



**REWARD: 1,000 experience points**
**ENABLES QUEST: The Tomb of Archpriest Aha**

## THE TOMB OF ARCHPRIEST AHA

**QUEST INITIATED BY: Washed Up Joe [4, map on page 77], Village of Bayan**

While you're searching for the tomb's [2] main chamber (proceed here like you did in the last tomb), you'll encounter Ojun the archaeologist.

He'll tell you the site of the third labyrinth, but then he'll collapse and die quickly from poisoning, leaving you standing there shocked.

You'll find the main chamber not far from his body. Like the previous locations, a surprise awaits you here as well - but this time your efforts will be rewarded.

**REWARD: 1,200 experience points**
**500 Auras, hemlock, Oculus, Damage crystal (Level 6)**
**ENABLES QUEST: The Tomb of Archpriest Raneb**

## THE TOMB OF ARCHPRIEST RANEB

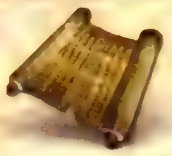
**QUEST INITIATED BY: Washed Up Joe [4, map on page 77], Village of Bayan**

You just met Ojun the archaeologist in the previous labyrinth when he collapsed and died tragically - but he did manage to give you some information first – and it helped you to find the third labyrinth [3].

You seem to be following the tracks of a group of archaeologists. This team obviously has the same objective as you and that's to find the locations of all the tombs.

Follow the same procedure as in the previous two tombs (first left and keep turning left, or first right and keep turning right).

In this tomb, you'll find another message, written by a very famous archaeologist called Dave Spade - and you'll find some valuables too.

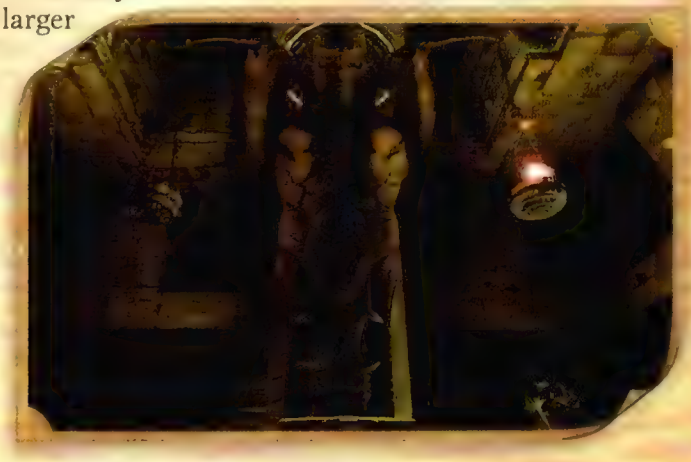


**REWARD: 1,300 experience points**
**500 Auras, dye for leather, Oculus, Resistance crystal (Level 6)**
**ENABLES QUEST: The Tomb of Archpriest Qaa**

## THE TOMB OF ARCHPRIEST QAA

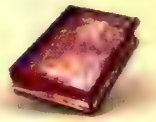
**QUEST INITIATED BY: Washed Up Joe [4, map on page 77], Village of Bayan**

If you keep going left in this labyrinth [4], you'll eventually reach the main chamber. You'll have noticed that the tombs are becoming more complex and larger in size?



Shortly before you reach the main chamber, you'll come upon many corpses - they must have been some of the team of archaeologists. Search their bodies and you'll find a message which tells you more about the team - you realize that you must be hard on their heels now - and the location of the next tomb.

The main chamber is close, so make sure you take this archpriest's burial objects too - he won't miss them.



**REWARD: 1,400 experience points**
**500 Auras, a torch, yellowroot, Skill crystal (Level 6)**
**ENABLES QUEST: The Tomb of Archpriest Userkaf**

## THE TOMB OF ARCHPRIEST USERKAF

**QUEST INITIATED BY: Washed Up Joe [4, map on page 77], Village of Bayan**

While searching for the archaeologists, you also found the location of the fifth labyrinth [5]. These labyrinths are becoming more convoluted as time goes on - and the undead guardians in them are becoming much more powerful.

To find the chamber here, use the corpses for orientation. Yeah, it sounds macabre, but a corpse which has been robbed will rot and turn into dust much more quickly than a corpse which still has all its valuables - so don't search these corpses, because if you do, they'll quickly turn to dust and you won't know that you've been here when you're trying to find your way out again! And if you get lost in here, you'll probably end up as dust too!

The thought possibly crossed your mind (did it? :)), but it does help to save your game before you enter a tomb – these are dangerous places! If you're lost, or if you haven't a clue what to do next, just load a new game and come back here later to try again. The main chamber in this tomb also has a message from Dave Spade, by the way - and it will tell you the way to the next tomb.

**REWARD: 1,500 experience points**
**500 Auras, 3 small mana potions, Lithe crystal (Level 6)**
**ENABLES QUEST: The Tomb of Archpriest Huni**

## THE TOMB OF ARCHPRIEST HUNI

**QUEST INITIATED BY: Washed Up Joe [4, map on page 77], Village of Bayan**

You're certainly gaining a lot of experience in the art of robbing tombs - and you're also beginning to realize how dangerous it can be in these places when you're looking for riches and archaeologists.

In this tomb [6], you should go straight down the longest passageway that you can find (straight, neither left nor right). You'll meet a man here, who immediately starts talking to you. It's the famous Dave Spade, Antaloor's number 1 archaeologist himself. He announces that all this history has started to bore him and he's decided to retire. He willingly tells you the location of the next labyrinth.

You'll also see corpses here en route to the main chamber. As in the previous labyrinth, search for the chamber first and only plunder the corpses when you get back - then they can turn to dust if they want, because you again know where you are...

**REWARD: 1,600 experience points, 500 Auras, 2 small mana potions, 2 small healing potions, Sealing Crystal (Level 6),dye for leather, hemlock, magic amulet**
**ENABLES QUEST: The Tomb of Archpriest Den**

## THE TOMB OF ARCHPRIEST DEN

**QUEST INITIATED BY: Washed Up Joe [4, map on page 77], Village of Bayan**

In the previous tomb, you met Dave Spade, the leader of the archaeologists.

He was the last survivor of his team; all the other archaeologists were killed by the cursed and undead guardians.

When he told you where you could find the seventh labyrinth, he went back up to the surface. It looks like you're about to find real trouble...

Something must have really been hungry in this tomb, because the trail of dead rats (which you'll soon find) leads you straight into the chamber of the archpriest Den. When you get in there, it's deathly still. Do what you do best and take the valuables.

You've hardly finished filling your pockets when the great architect himself – or rather his ghost - appears to tell you the sites of the next and last three tombs – but he'll only give you that information if you defeat him in a fight to the death. When he's finally dead and gone, his knowledge will be transferred to you by magic.

**REWARD: 1,700 experience points**
**2 small mana potions, 3 small healing potions, 500 Auras**
**ENABLES QUEST: The Tomb of Archpriest Sahura, The Tomb of Archpriest Unas and The Tomb of Archpriest Teti**

## THE TOMB OF ARCHPRIEST SAHURA

**QUEST INITIATED BY: Washed Up Joe [4, map on page 77], Village of Bayan**

Now you know the sites of the last three tombs. These catacombs were built a long time ago to prevent adventurers like yourself from robbing the tombs - and to drive in grave robbers insane.

Since you've already successfully explored seven of these tombs, you should be confident about finding and robbing the last burial chambers as well, but it's time for a word of warning - be ready for some real challenges. Patience and confidence are the attributes you need here.

You've probably already noticed the barrel that was standing at the entrance, as if placed there by coincidence. Useful objects like this are your only chance of finding the main chamber and - even more important – of being able to find your way out of the labyrinth again.

Remember exactly how and where the barrel is placed. If you come to a fork in the passageway and there's no barrel there, turn around and get your bearings again (sometimes you should also take a look around the corner). As always, you can also use your own objects as route markers.

These tombs protect the remains of the most powerful of all the archpriests. When they were alive, these holy men were so powerful that they were able to transfer their souls to one of their protective creatures after death. Rid this tomb of all entities, take the valuables - and head for the next one.

**REWARD: 2,000 experience points**
**500 Auras, dye for leather, 5 unicorn horns, Damage crystal (Level 6)**

## THE TOMB OF ARCHPRIEST UNAS

**QUEST INITIATED BY: Washed Up Joe [4, map on page 77], Village of Bayan**

Well, you're coming to the end of your journey to the tombs of the archpriests.

You've successfully found most of the main chambers and looted them. Thanks to the knowledge you gained by killing the famous architect, the search for the labyrinths above ground is proving easy for you - in contrast to searching the interior of the tombs. In this tomb [9], the barrels won't help you much. They can only help you with approximate orientation.

As in the previous tomb, fix your eye on a barrel and walk in one direction. At the next fork in the passageway, look for another barrel nearby and if you can't see one go back and try another direction from the first barrel.

DON'T underestimate the giant scorpions you'll encounter here, especially not the scorpion of Unas the archpriest - like Sahura, Unas took the form of another creature to personally take charge of guarding his tomb - and he is the scorpion. When you've killed the creatures, take the treasures and start on your long way back.

**REWARD: 2,800 experience points, 500 Auras, 2 small mana potions, 3 small healing potions, skill potion, three pieces of hardened leather, Resistance crystal (Level 6)**

## THE TOMB OF ARCHPRIEST TETI

**QUEST INITIATED BY: Washed Up Joe [4, map on page 77], Village of Bayan**

At last you found a way to the biggest labyrinth ever built under the sands of the Savannah - the tomb of archpriest Teti.

This holy man was famous for his love of magic crystals and his passion for riches.

In all probability, anyone who is capable of finding the main chamber will stumble across treasures of incredible value.

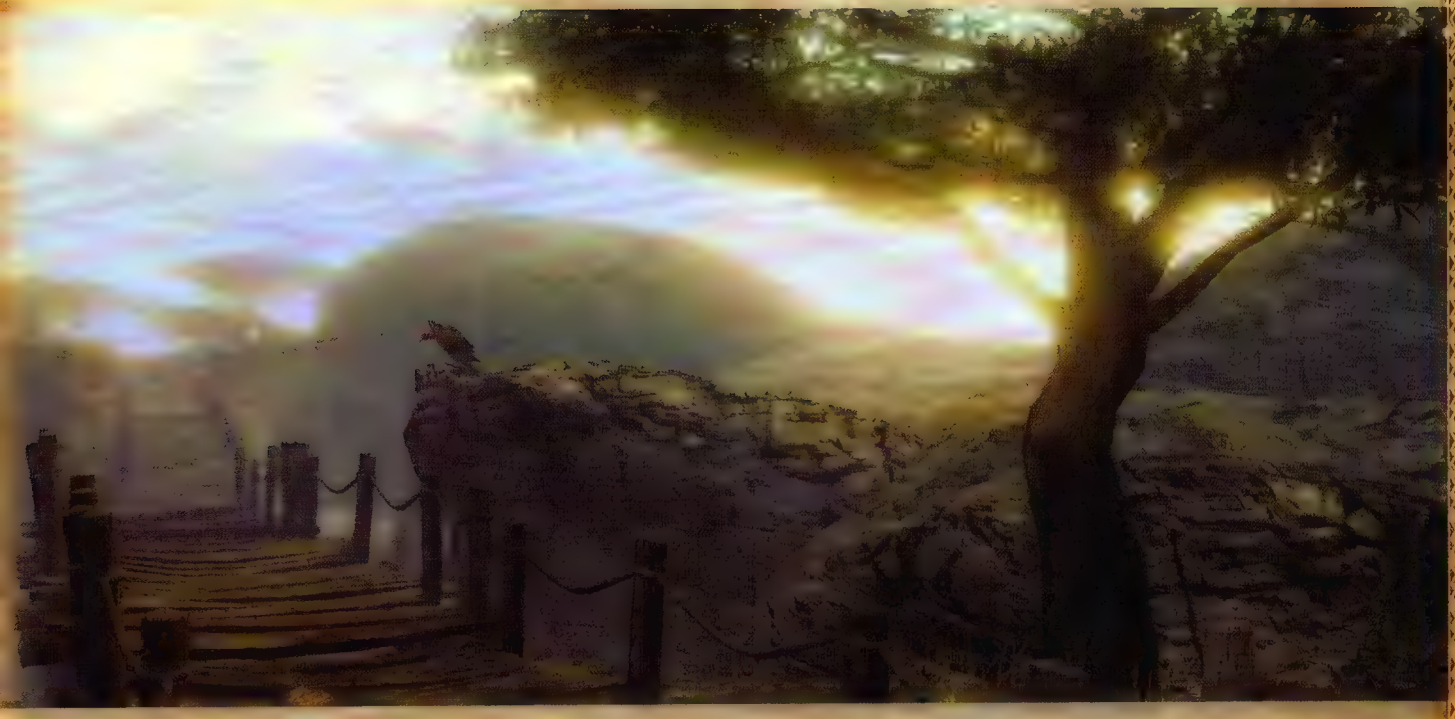
The same rules apply as in the last tomb. Don't be shocked by the sheer length of some of the passageways.

When you've succeeded in killing this last archpriest together with his creatures, take a break – bask in your success and enjoy the sight of your new-found riches. Well done!

**REWARD: 3,825 experience points**

**5,000 Auras, 8 small healing potions, 6 small mana potions, 2 skill potions, fabric, pigment, an elegant dagger**

**Resistance crystal (Level 6), Attribute crystal (Level 6), Skill crystal (Level 6) Lithe crystal (Level 6), Sealing crystal (Level 6)**



# Ermos: West Coast

- 1 - Gart Valarin
- 2 - Jarrad's house
- 3 - Reesa's house
- 4 - Zask
- 5 - Sewers of Cheznaddar
- 6 - Sewers of Cheznaddar
- 7 - Imperial warehouse
- 8 - Salah
- 9 - Ammar
- 10 - Isidor Jules III
- 11 - Zul Figar's house
- 12 - Abbas
- 13 - The hooks
- 14 - Azhar's house
- 15 - House of the occultists
- 16 - Salah
- 17 - Salah, later
- 18 - Tailor's house

- Teleport
- Ruins
- Entrance to the cave
- Camps
- Shops | Merchants
- Altar of Maliel (Willpower)
- Altar of Aziraal (Strength)
- Altar of Throglin (Endurance)
- Altar of Yatholen (Accuracy)

## ERIMOS SOUTH-WEST [ESW]

- 1 - Thome the scribe's house
- 2 - Imperial warehouse
- 3 - Hidden storage
- 4 - Gorlag's cave
- 5 - Monster's Den
- 6 - Cheren
- 7 - Bandits
- 8 - Kafil
- 9 - Monkeys
- 10 - Zahdan
- 11 - Dragon Slayers' Den
- 12 - Desecrated shrine
- 13 - Underground Crypt
- 14 - Colonel Ishaq
- 15 - Abandoned workshop
- 16 - Mages' Guild |Koenin
- 17 - Alia's house
- 18 - Mutated Fluffy
- 19 - Weaponry
- 20 - Asala's cave
- 21 - Horse whisperer
- 22 - Source of water
- 23 - Nuri's hideout
- 24 - Velroy's Camp

# City Guide of Hatmandor

## YASIN'S MIRACLE JOURNEY - A FORAY THROUGH HATMANDOR

As-Salaam Aleyikum, Beyefendi and Hanimefendi,

*Come one, come all and discover a city on Yasin's miracle journey that is unparalleled on Erimos. Full of miracles and adventure, temples and sovereign ruins, full of goods and tsatske, full of sand and stone. A wonderful spot of earth, also called "The Desert Pearl" by enthusiasts. Partake in a tour of the grandest commercial metropolis of Antaloor.*

*Before us stands the dealer's gate, glorious architecture to marvel at, yet relentlessly occluded to unwanted visitors. Incidentally, to the left stands one of the icons of the local labor market - Ah, Bad Yl, how's business? What? Oh, that's delightful... yes, my wife sends you kindest regards, yes... thank you... you too - good old Yl, always good for a laugh... And before us the eyes of the blind, the shields of the defenseless and avenger of the bereft; the Emperor's guards.*

*Excuse me a moment - I greet you, noble captain, the most daring of the Bold. Your most devoted servant, Yasin, with his group of law-abiding guests, humbly asks you to grant him admission to the town of the towns, the pearl of the desert, the jewel Gandohars - praised be the name. Of course! Most devoted thanks, may the sun always shine on you warmly and the rain... Yes, understood.*

*Now that we pass through the gate, behold the marquetry and insignias of power that herald the splendor of ancient times. The best forging artists and master artisans of Antaloor once originated exclusively from Hatmandor. There was even a competition to appoint the designer for the gate. Two artists - Bruneleski of Verneatia and Gilberto of Hatmandor - distinguished themselves in particular. But it seems to be the unchangeable course of events that ultimately the bid invariably goes to the court artist and minions of the current ruler...*

*Throw a glance at the town opening in front of you, noble ladies and sirs; hearken the sweet sounds of the dealers, market barkers and temple servants, and enjoy the hustle and bustle. The ladies who are looking for an opportunity for a small shopping spree later should keep the stands left of the town gate in mind. Now have a close look at the massive city wall to the right. As long as it withstands the test of time, then even Hatmandor has nothing to fear. One of the most splendid town squares now opens before us. One notices the fountain of the draconian triumvirate. Legend has it the noblest wine once flowed from it when the town was in need. I, a nescient worm, who would never entertain any form of doubt over the omniscience of the gods, would hardly dare to ask myself the blasphemous question whether clean water would not have been of greater help in such a case. But who can say to which call for help the gods responded...*

*Today the fountain is fed from the resources of a gentleman, who, being more prosperous than a Shah, recently acquired this magnificent building. In his infinite wisdom, he thus gives the people what they need, not what they dream of. The statue, which bears witness to this man's sheer wealth, is modeled after the daughter of the goddess Maliel. The view of the town is, by the way, quite excellent from the terrace of his domicile, particularly at eventide.*

Further down the street now, the place which some of you have most ardently been waiting for - the "Under the Influence". There, the astute visitor will find all that his heart desires: the best beer in all Erimos, entertaining discussions, an exclusive soul cleansing, legal and almost honest gambling and regularly held dancing events with diverse performers.

Rumor has it, however, that the tavern is home not only to travelers under the influence of excessive amounts of hatmandorian beer, but also under the dubious influence of the mysterious Mirage - the ruler of the underworld and powerful godfather of Hatmandor.

*Now that you have been bombarded with impressions, you would think that Hatmandor soon will have nothing more to offer. Far from it. Before you rises the entrance to the enormous temple forecourts of the Antaloorian pantheon, the temple of all gods; a true sight worth seeing. The symbolic lanterns illuminate the entrance to the shrine of faith and vision. True believers can worship their preferred gods in the second courtyard during the early morning hours. The infidels should, however, beware of the temple guards, who have deep insight into the soul of gadflies and trouble makers.*

*Before you experience and discover the town with your own eyes, I would still like to give you one last piece of advice: Yasin knows a lot, but Basel knows more. Never forget that...*

- 1 - Alima
- 2 - Thome the scribe
- 3 - Lewsam the gravedigger
- 4 - Smuggler's passage
- 5 - Desert gate
- 6 - Ledo
- 7 - The Captain
- 8 - Tower of Fangs
- 9 - Jarrad
- 10 - The sewers of Cheznaddar
- 11 - Gart Valarin
- 12 - City guards | Gart Valarin, later
- 13 - The sewers of Hatmandor
- 14 - Tongue's hideout
- 15 - Under der Influence
- 16 - Temple of Hatmandor
- 17 - Ranzin

## DRAGON SCALES

**QUESTGIVER: Zask [4, map on page 98]**
**Questgiver's location: Zask's stall in the center of Cheznaddar**

OK. Tongue has checked you out and you passed his test with flying colors. Now he wants you to personally take on a task for Mirage. He tells you that when Mirage took over the reins of power, he had his predecessor's family brutally killed. Only one family member survived, Turs Daram's son. The assassins killed his cousin, but when they realized their mistake, the child was already out of the city.

Cleverly thinking ahead, Mirage left one single close friend of the family alive - Zask the blacksmith. Mirage hoped that Daram's son would contact Zask at some time in the future... then he would have him.

The murder of Mirage's men has unnerved him - the killings were too carefully planned and carried out. His spies must have missed something while they were watching the blacksmith.

He wants you to find this dangerous gap in his security net and close it - but you'll have to win Zask's trust first.

Go and look for Zask in the centre of Cheznaddar and talk to him. He won't be too pleased that he has to use a stranger for this task, but he has an order to fill. He's desperate for dragon scales which he needs to complete the armor his customers have ordered.

He thinks he knows where you can find the scales and marks their presumed position on your map – it's the cave of the dragon killers [11, map on page 99].

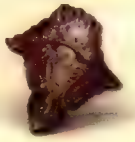
When you finally get there, you'll have to search around at first, but eventually you'll find the first chest with dragon scales in a small room behind an old forgotten library.

The second chest is in a small alcove together with some large barrels.

You'll find the third one in a kind of laboratory, and in the big chamber behind a flooded room, there are two dragon scales hidden in a large chest.

Don't ask yourself what the dragon killers were doing in these caves - just get out of there to tell Zask about your success. If you're in need of money, don't teleport yourself to Cheznaddar, go on foot. You'll soon meet Sulajman, who'll want to buy the Dragon Scales from you. Then you'll have to tell Zask that you didn't find anything in the cave.

Only sell the dragon scales if you really need the auras - because if you decide not to hoodwink Zask and bring him the scales, you'll get some longer-term benefits - like a pair of poison-resistant boots and some auras from the profit made from the sale of the dragon scale armor. It's worth thinking about...



**REWARD: 500 +2,500/1,000 and 2,500 experience points**
**ENABLES QUEST: Imperial Delivery**

## IMPERIAL DELIVERY

**QUESTGIVER: Zask [4, map on page 98]**
**Questgiver's location: Zask's stall in the center of Cheznaddar**

Whether or not you bring him the dragon scales, the next job you get from Zask is to deliver swords to the Imperial Guard. He's too busy to deliver them himself and the soldiers are desperate for the swords.

Go on, take the weight off his broad shoulders and do this for him (you won't be tempted to sell these swords, or break them down into their basic parts, because they're saved in the inventory of important items - each of these swords is a razor sharp 'gladius'.

Go to the Imperial Guard tower and speak to the guard there - he's not too happy about the late delivery, but he'll pay you and you can tell Zask you've been successful.

**REWARD: 800 Auras**
**Dragon boots (if you didn't hoodwink Zask in the previous quest)**
**ENABLES QUEST: A Friend in Need**

## A FRIEND IN NEED

**QUESTGIVER: Zask [4, map on page 98]**
**Questgiver's location: Zask's stall in the center of Cheznaddar**

When you get back to Zask, he'll admit to you that the last two tasks were also a test of your reliability. He had to find out if he could trust you, because he has a private matter that he can't entrust to just anyone.

Someone he knows well is about to make a big mistake - and he wants to prevent it.

You'll find this 'someone' on a narrow roof nearby [3, map on page 98]. To get there fast, take a left from Zask's stall, and follow this street until it turns right. You turn right as well and look for a staircase on the right. It will take you up onto the roofs of Cheznaddar.

When you reach the dizzy heights, you'll see someone sitting on a bench, looking very depressed. It's Reesa.

The surprise is mutual, and although Reesa seems to be quite happy about having you there, she won't change her mind about what she intends to do.

You have no other choice but to help her with her plan. End the quest "**The Third Man**" and report back to Zask.

**REWARD: 5,000 Auras**
**(if you gave Zask the dragon scales in the Dragon Scales quest)**
**ENABLES QUEST: The Third Man and then Maliel's Tear**

## THE THIRD MAN

**QUESTGIVER: Reesa [3, map on page 98]**
**Questgiver's location: Reesa's House on the Roofs of Cheznaddar**

You haven't been able to change Reesa's mind, so you decide it's maybe better to help her with this crazy scheme than just watch her getting killed. As it turns out, she's got into debt with the wrong people.

If it was only auras she had to repay, that wouldn't be so bad... but she's promised the loan shark that she'll Maliel's Tear for him and that's a stone that's well-protected and hidden away in the temple dungeons deep beneath Hatmandor. It would take a professional thief to break into that temple.

So Reesa had the brilliant idea to help a thief called Mazon to break out of the Imperial Guard tower. Meet Reesa at the southern entrance of the tower to talk about Mazon's breakout - right under the eyes of the guards.

Then it's time to put the plan into action - enter the tower and hide on the stairs. Move just a little bit around the corner so that you're not seen. Now it's Reesa's turn. She acts helpless and asks the guard to protect her.

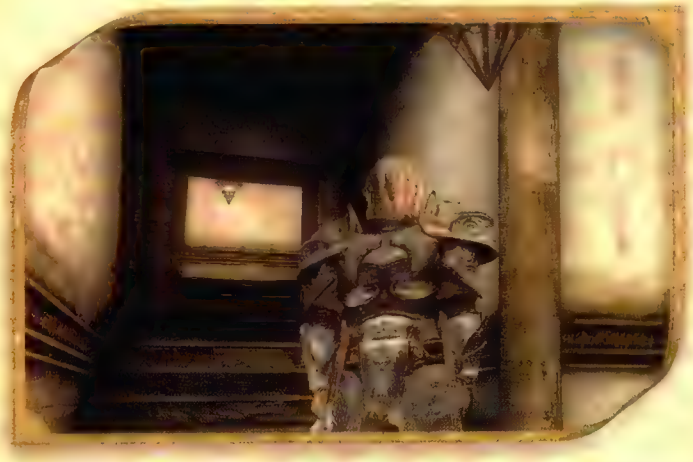
Don't do anything yet, wait until you hear the noise of the door - and DON'T get caught by the guards, by the way, or this quest line is finished - now enter the cell and activate the lever at the opposite end of the room. Lead Mazon out of the tower, but not through the same door that Reesa and the guards used.

Freedom beckons in the form of a sewer system manhole cover - get into it with Mazon and go down into the sewers. Hatmandor and Cheznaddar more or less share the same sewer system - you could say it's a leftover from the bygone days when these cities were closely associated with one another.

Like all the members of the Giriza (the Thieves' Guild), Mazon feels very much at home in the sewers. Just follow him and you'll soon meet Reesa, who seems none the worse for her encounter with the guards.

Unfortunately, Hatmandor's Imperial Guards are much more efficient than you thought - they already know about Mazon's breakout and all the entrances and exits to the sewer system have been sealed.

Well... Maybe not all of the exits...
Reesa has an emergency plan. A friendly Mage repaired the forgotten teleporter in the middle of the sewer system as best he could - it can only be used once, but that's enough to take you past the guards they've posted and straight into Reesa's house.



Before you go, kill the Mummies. They could maybe infect you with some kind of strange mummy sickness...

Mazon now owes you one big favor. He leaves to get some necessary documents for the planned temple break-in.

Enjoy Reesa's company - talk to her.

**REWARD: Your reputation increases by 15% in the Thieves' Guild (Giriza)**
**ENABLES QUEST: Maliel's Tear**

## MALIEL'S TEAR

**QUESTGIVER: Reesa [3, map on page 98]**
**Questgiver's location: Reesa's House on the Roofs of Cheznaddar**

After conversing with Reesa, go and see Zask and tell him that Reesa is okay. When you return to Reesa's house, Mazon is already there and he'll give you the plans of the temple. He made these plans himself the last time he broke in there... and they're great.

After studying them, you now know the best ways to sneak in there and, more importantly, where the switches to open a hidden door are located. All you have to do now is to slip into that temple and remove Maliel's Tear from right under the noses of the priests.

OK, let's get to the exciting part...

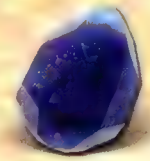
go to the Temple of Hatmandor. It's up to you if you want to make it a real suspense job, by trying to alarm as few guards as possible - or alternatively, you could put the fear of death into the disdainful priests by slaughtering their guards. If you decide on the first plan, it's advisable to keep left on the first forecourt.

You'll find a door there through which you can reach the second forecourt unseen by the guards.

In both cases, however, you'll have to activate the switch behind the statues to open the door located on the right of the inner temple's main entrance. When you're inside the inner temple, sneaking around won't help, because the temple watchmen are mostly motion-sensitive stone statues. A big club or hammer will considerably reduce that sensitivity!

Explore the secret cellar thoroughly. You'll find a chest or two in there with items which the priests probably won't miss anyway.

Then return to Reesa with Maliel's Tear.



**REWARD: 7,000 experience points**
**Your reputation with the Giriza increases by 10%**
**ENABLES QUEST: The Transaction**

## THE TRANSACTION

**QUESTGIVER: Reesa [3, map on page 98]**
**Questgiver's location: Reesa's House on the Roofs of Cheznaddar**

Hoping to impress Reesa as her rescuer and the one who can solve all her problems, you return to her house. There she admits that she doesn't owe anyone anything, at least no jewels or money.

She needs Maliel's Tear for a special transaction. An important object like that might lure Mirage from his hideout so she can kill him. Reesa wants revenge for her family, killed by Mirage. The fact that Reesa is the daughter of Turs Daram is why she has been able to hide - and kill - so easily... because Mirage is still looking for a son of Daram.

Reesa asks you to help her. Now you can act according to your conscience or your greed, because you now have three Questgivers - even four if you count Zask and his request.

You can refuse to help her and deliver Reesa, the lady murderer, to Gart Valarin. He'll reward you for doing your legal duty.

If you decide to help the girl or hand her over to Mirage, tell her you'll help her. Then tell Tongue that the handover will take place in the sewers in the presence of Mirage.

You'll find Tongue in his office - it's the same house in which he tested your loyalty and skill. Then go down into the sewer system. You'll find Reesa behind the hall where you visited old Yerske a few days ago. When you enter the room with Reesa, Tongue and Yerske are already waiting, but Mirage is nowhere to be seen. Could Yerske perhaps be Mirage's alter ego? You'll soon find out...

Now you have to decide between your two Questgivers. Take Mirage's offer if you want money. He'll thank you and you can go get your reward from Basel in the "Under the Influence".

On the other hand, if you want to see a really special film sequence, you should help Reesa with her plans for revenge. Reesa will really make Mirage pay for his cruel deeds!

Then you should kill Mirage's right-hand man, the arrogant Tongue.

**REWARD:**
**5,000 Auras, if you hand Reesa over to Valarin**
**Maliel's Tear and an ingame video sequence if you help Reesa**
**30,000 Auras from Mirage if you hand Reesa over to him**

## VALARIN'S INFORMANT – THE MURDERS

**QUESTGIVER: Gart Valarin [12, map on page 101]**
**Questgiver's location: The Gates of Hatmandor**

Gart Valarin opened the gates to Hatmandor for you – but only if you used Jarrad as a spy.

Go to the "Under the Influence" after you've completed a few tasks - then tell Valarin what he needs to know.

When you've completed the quests called **The Escort**, **The Package** and **The Delivery**, take a look around Valarin's office in the Imperial Guards tower - it could prove interesting

**REWARD: 3,700 experience points**
**3.000 Auras**

## VALARIN'S INFORMANT – MIRAGE'S IDENTITY

**QUESTGIVER: Gart Valarin [12, map on page 101]**
**Questgiver's location: The Gates of Hatmandor**

If you follow this quest line, you'll take the wraps off one of the biggest secrets in Hatmandor... Mirage's closely-guarded identity.

If you share this information with Gart Valarin, he'll reward you with a nice pile of auras.

This is the concluding payment in a series of quests which you must solve beforehand: The Escort, The Package, The Delivery, Murder Investigations, Dragon Scales, Imperial Delivery, A Friend in Need, The Third Man, Maliel's Tear, and The Transaction.

If you haven't sold Reesa down the river already, you can go to Gart Valarin and tell him who Mirage really is.

He won't be too happy about you finishing off Mirage yourself, but you can still expect a reward from him.

**REWARD: 5.000 Auras**

TIP

*In the meantime Gart Valarin changed his location. You'll find him inside the Imperial Guard tower [12, map on page 101].*

## THE TRAITOR

**QUESTGIVER: The Captain [2]**
**Questgiver's location: The Tent of the Captain in Zah'Dan**

You've already won the trust of the Captain, so you can go and speak to him again. He'll tell you about a traitor, one of his own people, who has passed on some sensitive information. The Captain offers you a reward for killing him.

Go to the house of the traitor (the Captain already marked it on your map). His name's Imran, and he'll tell you he's no traitor, but that the captain wants him dead for a reason.

He speaks about the Captain's sexual orientation. You can either believe Imran, or kill him for slandering his Captain. He won't defend himself, by the way.

After this small interlude, return to the Captain. If you left Imran alive, the Captain will be very relieved and will thank you for disobeying his instructions.

OK, he'll only give you 2,000 auras, but you'll come across some letters, which will tell you more about these two.

If you killed Imran, he'll give you your money, but very unhappily. Although you've pocketed another 3,000 auras, you still get the feeling you've done something wrong.

**REWARD:**
**2,500/5,000 experience points, 2,000/3,000 Auras**

- 1 - Rebel
- 2 - The captain's tent
- 3 - Imran's house
- 4 - The necromancer's house
- 5 - House of the occultists

Teleport

## MIRRD'S REVENGE

If you killed Jarrad in the quest called "The Elimination Job", his elder brother Mirrd, accompanied by a mercenary, will try to ambush you on the road to Zah'Dan.

After you go through the south gate, take the left-hand route if you want to face the challenge. Now you'll have no other choice but to kill the second son of the sick woman as well - but you killed the first son, so murdering this one shouldn't give you any pangs of conscience...

If you don't want to see the accusing look in the eyes of the despairing brother, just take the right-hand route.

**REWARD: 3,000 experience points**

## FACTORY INVESTMENT

**QUESTGIVER: Abbas [12, 13 map on page 98]**
**Questgiver's location: At the Hooks in Cheznaddar**

Much has changed in Hatmandor and Cheznaddar under Gandohar's rule. He created new laws which affected the economy; he constructed the Hook, a dark and cruel place where smugglers and so-called criminals were hanged and hung up for all to see, radically changing the lives of the population.

Parents lost their children, wives lost husbands and investors saw their partners hung out to dry.

When you reach the Hook, take some time to exchange a few words with the downcast Abbas. He'll tell you about his partner who was hanged here. Now Abbas has lost his own factory and is facing a bleak future.

You could offer to jump in here as an investor - that would help him get his business going again. Abbas, now full of hope, invites you to come and visit him in his factory when it's up and running again.

You'll find Abbas later in his newly equipped factory between Hatmandor and Cheznaddar. He's really in his element now and he has a new idea for expanding the premises - but to do that, he'll need more money.

**REWARD: 3,000 experience points, 1,870 Auras, a baboon pelt**
**ENABLES QUEST: Expanding Factory**

## EXPANDING FACTORY

**QUESTGIVER: Abbas**
**Questgiver's location: The Factory between Cheznaddar und Hatmandor**

Als Sie den Haken in Cheznaddar einen Besuch abgestattet haben, sind Sie auf Abbas gestoßen, einen unternehmerischen Geist, dessen Partner von den Wachen als Rebell erkannt und umgebracht wurde.

Nachdem Sie ihm durch eine kleine Finanzspritze geholfen und von seinem Erfolg als Händler profitiert haben, macht er Ihnen erneut einen Vorschlag.

Um den stark gestiegenen Bedarf an hier feilgebotenen Waffen und Rüstungen zu decken, benötigt er gleich mehrere neue Arbeiter plus Rohstoffe. Das alles will natürlich bezahlt sein und deshalb hat er gleich an Sie gedacht, seinen stillen Teilhaber mit den dubiosen Einnahmequellen.

Wenn Sie das nächste Mal bei Abbas ankommen, werden Sie nicht nur mit weiteren verdienten Auras beglückt, sondern auch mit einem weiteren Angebot, das allerdings die bisherigen Investitionen förmlich in den Schatten stellt.

**REWARD: 3,800 experience points, 7,700 Auras, varn pelt**
**ENABLES QUEST: New Factory**

## NEW FACTORY

**QUESTGIVER: Abbas**
**Questgiver's location: The Factory between Cheznaddar und Hatmandor**

This time, Abbas needs 20,000 auras - and that's a lot of moolah.

If you decide to trust Abbas this time, however, you definitely won't regret it.
When you come back later, he'll tell you that his profits weren't all that he could have wished for, but the 10,000 auras which he has for you finally makes up your mind - the business life isn't for you.

You decide to get out before the risks turn your profits into losses... and you're content with the money you've made so far.

**REWARD: 4,200 experience points, 30,000 Auras, rhino hide**

## HERBAL SLOPS

**QUESTGIVER: Salah [16, map on page 98]**
**Questgiver's location: Cheznaddar**

Life in the desert is hard and Gandohar's laws make it harder than ever before. Many of the population have also contracted a new sickness – the Red Death. The workers in the Verita mine are especially affected, because the illness is caused by the Verita crystals themselves. There is no cure, by the way – the Red Death is terminal.

To prevent the disease, some mineworkers help themselves to 'dew', which is supposed to be reserved for the soldiers. Others just have to help themselves in other ways.

One of those who reaps the benefit of these difficult times is Salah, a down-at-heel alchemist from Cheznaddar.

You could describe him as a charming swindler. You'll find him sitting on a chest on the way to Jarrad's house. If you like strange experiences - and you don't mind being swindled by Salah - this series of quests could prove rewarding for you.

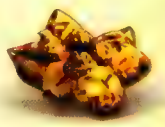
Try out his ointment for callositys. You won't find out the exact value of any increase in precision awarded for healing ulcers - but don't let that stop you from taking on the quack's next task!

Healing a healthy person doesn't need witchcraft. So go to the hospital and try to help the men with ulcers there. On the way there you'll meet some bandits, and they don't like Salah much. Don't think about it, just kill them and get to work in the hospital as an assistant quack.

Treat the first two patients and watch their reactions. On the next floor up, (the stairway's on the outside of the house), you'll find the third and last mineworker. Observe his reaction too, then go back to Salah and tell him about the three different reactions to his medicine. You'll have to use your map to find him, because Salah is no longer at the place you saw him last [17, map on page 98]. A man like Salah lives dangerously and has to keep on the move ...

Now there's only one experiment left. It's a potion which you drink quickly, fervently hoping that it doesn't kill you. Happily, you notice no difference in your condition and, relieved, you tell that to Salah.

The trickster's happy and offers you a new job.



**REWARD: 3,400 experience points, 130 Auras**
**ENABLES QUEST: Seed Headquarters**

## SEED HEADQUARTERS

**QUESTGIVER: Salah [16, map on page 98]**
**Questgiver's location: Cheznaddar**

During your next task, you'll begin to appreciate just how hard life is in Cheznaddar. You'll learn about smuggling rare seeds and about a man called Ammar, who sits in the inn in Cheznaddar, drinking his life away [9, map on page 98].

Salah offers you a good payment for getting him the hot merchandise. Ammar, by the way, is one man you should really get to know -so grab the bull by the horns and do it.

Ammar is as drunk as a lord. A difficult dialogue takes place, in which Ammar thinks you are his dear old Mom - so it takes a little while to get the seeds from him.

Ammar's sense of duty to his Mom doesn't extend to business, however, and he makes you pay a high price for the seeds, so there's not too much left of Salah's promised reward – but remeber it's not Salah's fault if you let yourself get fleeced by a drunk...

Now at last Salah can brew the healing potion with which he hopes to make a profit out of the suffering of others... but he seems to have family on his mind too. He asks you to take the healing potion to his sick aunt in Daxials. You should pretend to be a doctor, he says.

That will convince the old lady to take the medicine. She's not too fond of quacks and her nephew's occupation.

**REWARD: 4,000 experience points, 300 Auras**
**ENABLES QUEST: Sick Auntie**

- 1 - Auntie Karima
- 2 - The poacher's house
  Ubaj and Thara
- 3 - House of the occultists

- Teleport
- Shops | Merchants

## SICK AUNTIE

**QUESTGIVER: Salah [16, map on page 98]**
**Questgiver's location: Cheznaddar**

It's time to go to Daxials, to give Salah's aunt some relief from her pain. When you get there, your 'doctor's chat' will be more complicated than you thought.

The argumentative old lady is one smart dame, with a razor-sharp tongue. You should tell her that she's shaking, that might convince her to take the potion. She then asks you to get a priest's recipe from her cellar, to test your qualifications as a doctor!

The recipe is unfortunately lost in all the mess down there. However, what you do find is an old shopping list.

This unexpected turn of events takes the wind out of Auntie's sails and she decides to take Salah's medicine. She then gets tired and goes off to bed.

Return to Salah and tell him what happened. He then tells you he just heard that you've unwittingly killed her. At that moment you suspect he killed her deliberately for her money and the huge quantity of medicines in her cellar.

**REWARD: 4,400 experience points, 339 Auras**
**ENABLES QUEST: The Hand of Justice**

## THE HAND OF JUSTICE

**QUESTGIVER: Salah [16, map on page 98]**
**Questgiver's location: Cheznaddar**

When you have unwittingly killed his aunt, Salah will trust you with an urgent quest, because he's got every right to be scared now.

Zul Figar, a very tough and brutally cruel henchman of Gandohar, arrested Ammar the drunk for seed smuggling – and he did that even although he's actually a retired Sergeant of the Guard. Salah now fears that his end is near, unless someone can stop Figar the madman.

He offers you a reward to get rid of this creature of his nightmares.

When you visit Zul Figar in his house [11, map on page 98], be prepared for a strong opponent! You won't get the opportunity to choose what you want to do - the old soldier will attack you viciously after a short conversation. You'll soon find out that he uses a two-handed sword, although he only has one arm! Your best weapons and techniques will be needed to bring down this block of granite!

Searching his corpse will be rewarding in more ways than one. The two-handed weapon, for example, is now yours, and Zul Figar had a heart made of Verita, a crystal that you can smelt into your weapon like a jewel. And you'll find some interesting items in the various chests around the house, including the diary of this paranoid upholder of the law - so practice your lockpicking a lot.

**REWARD: 5,000 experience points, 339 Auras**

## DESECRATED SHRINE

**QUESTGIVER: Tobias [5, map on page 98]**
**Questgiver's location: The Sewers of Cheznaddar**

Some quests in Two Worlds II are only playable if you've taken a relevant decision beforehand - and the consequences of these decisions will affect you in some way, either sooner or later.

If, for example, you decided that Selen's death (in the quest called "Drought") was a good thing for Antaloor, and that the lady thief Scythe's death would benefit Cheznaddar's underworld, then you'll meet Tobias.

He's the same man whom you either wisely avoided in Bayan, or who cheated you out of a few auras.

It turns out that you've done Tobias a favor by killing Scythe.

You won't find out why, but you don't have to explore the darkest depths of humanity, do you? Tobias is grateful and marks a position on your map, where there's supposed to be a desecrated shrine. Go there and search around in it.

You will find a few valuable items in it, but there are also some Undead with threatening attitudes... and you'll have to kill them as fast as you can. You don't know whether Tobias wanted you to find your death in that dangerous shrine, or if he really was grateful and wanted to give you the chance to get some treasures... whatever, you now have the Giant's Fork and the Giant's Plate, the former armored items of a Giant who found sanctuary here until his death.

**REWARD: 5,000 experience points, Giant's Fork, Giant's Plate**

## SWEET VENGEANCE

**QUESTGIVER: Isidore Jules III [10, map on page 98]**
**Questgiver's location: Inn in Cheznaddar**

Sometimes we should think a little more about whom we want as an enemy. Selen, to be found on the lighthouse in the quest called "Drought", is a member of the powerful Mangano family.

Now that you've killed her, the clan will want revenge. You could avoid this quest, of course - but an honorable man faces up to the consequences of his acts. You'll meet a man in an inn in Cheznaddar; his name is Isidore Jules III.

He tells you to go to the chapel and you'll meet him again there; he seems to have made up his mind to accompany you.

In the main chamber, you meet Selen's ghost. You then find out that Isidore is actually a dangerous pet animal - and Selen modeled her body on it to attack you. The fight will be hard. When you've killed her, leave the chapel to search for her remaining relatives and finally leave this unholy place...

**REWARD: 3,400 experience points**

## CRYSTAL RAGE

**QUESTGIVER: None**
**Questgiver's location: Imperial Verita Mine [17, map on page 117]**

Thanks to you, Master Dattan has created a whole army of golems, made of pure crystal.

Sometimes they form in deep caves or mines and then they're totally uncontrollable. When you've been in the Tower of Fangs, you'll find out that something has awakened in the mine.

Go to the Verita mine and follow the cross on the map. Golems are tough opponents, so don't enter that mine unless you're sure you can take them on.

Choose your weapons wisely and help the miners by killing all the creatures in there. Before you can go into the mine, you'll have to solve the quest called "Stolen Corpse" and take on the "Nutritious Diet" quest.

**REWARD: 10,000 experience points**

# Guild Quests in Erimos

1 - Alima
2 - Thome the scribe
3 - Lewsam the gravedigger
4 - Smuggler's passage
5 - Closed desert gate
6 - Ameisenhaufen
7 - Ledo
8 - Workshop
9 - Derrick
10 - Mage's guild
11 - Animal husbandry
12 - Burial
13 - The Captain
14 - Infirmary
15 - Spider's Lair
16 - Jazid
17 - Imperial verita mine
18 - Tower of Fangs
19 - Auntie Karima
20 - Ubaj's house
21 - Salah
22 - Jarrad's house
23 - Zul Figar
24 - Zask
25 - Sewers of Cheznaddar
26 - Reesa's house
27 - Ammar
28 - Gart Valarin
29 - Abbas
30 - Warrior's guild
31 - Haadija
32 - Bad Yl
33 - City Guards
34 - Merchant's guild
35 - Own house
36 - Watchtower
37 - Sewers of Hatmandor
38 - Corner
39 - Temple
40 - Under the Influence

## OSTRICH FEATHERS

**QUESTGIVER: Bad Yl [32 map on page 117]**
**Questgiver's location: Next to bulletin board in Hatmandor**

Quests for the Mages' Guild are usually only posted for Guild members secretly inside the building, because Gandohar disbanded the magic association.

So you're surprised when you look at the bulletin board and find a request on it from a former member who became a horse breeder – and now has to hide with his daughter in the cellars under his house.

His problem is a horde of ostriches that have gone wild – his daughter is allergic to feathers and won't leave the house!

Your job is to get rid of the birds.

Take the contract down from the bulletin board and read it to activate the quest. The former house of the horse whisperer will be automatically marked on the map. It's located south of Bayan and has its own teleporter.

When you reach the house, the bird hunt can begin. If you attack just one bird, remember that all the others will rush to help their pal. When you've killed the entire herd, tell Bad Yl and take your reward from the chest beside the bulletin board.

**REWARD: 3,200 experience points, equestrian tunic, 200 Auras, 6 reputation points with the Mages' Guild, carrier card "Enchant"**

- 1 - Entrance
- 2 - Master Dattan
- 3 - Dattan's teleport
- 4 - Bulletin board of the mages'guild
- 5 - Koenin
- 6 - Chamber of Alchemy

## ABERRANT PET

**QUESTGIVER: Koenin, Mages' Guild Librarian**
**Questgiver's location: Mages' Guild Library [10, map on page 117]**

You'll meet the very odd librarian Koenin in the headquarters of the Guild. He's almost blind and still does his job, although the Guild has been officially disbanded.

He tells you that in spite of Gandohar's ban, people still send letters to the Mages requesting help. You, as one of the last mercenaries of the Guild, can take on these tasks, help the people and then collect your reward.

Go to the Mages' building and read the letter called "***From Alia to the Mages***"" – this will activate the quest.

The message is from a little girl who has lost her dog Fluffie and her father. Her dog ran away and her father chased after him – but neither Fluffie nor her have father returned.

Alia has turned to the Guild as a last resort. Your journey will take you to Alia's family house. It's located in the southwestern part of Bayan, a few yards behind Alima's house. You'll recognize it by the abandoned kennel.

*Take a look inside the house – maybe you'll find something useful in the chests and cupboards!*

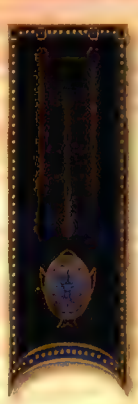
You find tracks near the kennel – follow them to the west gate and keep right to reach a cave [18, map on page 99]. On the way there, you'll encounter a few ostriches and cheetahs, but they shouldn't pose any real problem to a warrior like yourself. The corpse of Alia's father is lying in front of the cave. If your conscience can take it, plunder his body – then enter the cave.

Inside the cave, you'll come across many dead Giant Ants – surely Fluffie couldn't have killed them...? Follow the trail of dead insects into the last cave chamber. Warning! You'll be attacked immediately by a huge, clawed worm – and it's Fluffie! The dog has been transformed – and the only thing to do is kill the aberrant pet.

When you've done the deed, tell Koenin. The old librarian will tell you he received your reward a few hours ago and put it in the chest for you to collect.

**REWARD: 3,000 experience points, 50 Auras, essence of earth**
**a "Life" spell card, boots made of Fluffy's carapace**

## PALM GROVE



**QUESTGIVER: Koenin, Mages' Guild Librarian**
**Questgiver's location: Mages' Guild Library [10, map on page 117]**

In the Guild building, you find a broad range of tasks on the bulletin board. The people of the city aren't just writing letters about their small daily problems... there are urgent life and death requests in there.

One of these comes from Ata, a self-proclaimed alchemist, who's not too worried about the quality of his products.

He's been a quack all his life, brewing one useless potion after another... until one day by accident he found a recipe for waking the dead.

One of the bottles broke and its contents fell into a puddle in his cellar – now there are huge fishlike monsters down there... and to say that the would-be alchemist is scared would be an understatement.

Take the quest called "***Letter from Ata the Half-Alchemist***" from the bulletin board and read it to activate the quest.

Your map will be marked automatically. When you arrive at the palm grove north of Bayan (it has its own teleporter), a strange sight greets you. Palm trees are growing out of the chimney and the house looks abandoned.

You can take advantage of this – pick the locks on the closet and chest and relieve Mr. Ata of a few of his belongings – in view of his pitifully poor potions, it's morally justifiable.

Look for the cellar entrance on the right of the bed and go down into the cellar. Careful! There are 10 Scapulari down there, and they could prove to be a real challenge, depending of course on your hero's level.

Get rid of all uninvited guests in the cellar and try to get up to the upper floor and stay there, because in the tight staircase rooms you could easily lose your orientation and become easy prey for the remaining fish monsters.

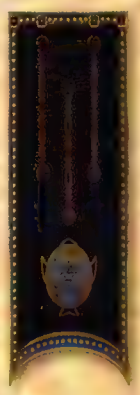
When you've made fishmeal out of all the Scapulari, search through all the shelves and chests, because there are mixtures and potions from Ata's personal supply in there – and you'll even find a skillbook on invocation on a shelf!

Go back and tell Koenin about your heroic deeds... he has already put your reward in the chest.

*You'll find a crystalline mixture in a bucket in Ata's cellar. If you drink it, you'll receive a skill point, which you can invest in your skills.*

**REWARD: 3,500 experience points, 100 Auras, 2 small healing potions**
**5 reputation points with the Mages' Guild, a precision potion,**
**leather Scapulari wares**

## WEAPONRY



**QUESTGIVER: Koenin, Mages' Guild Librarian**
**Questgiver's location: Mages' Guild Library [10, map on page 117]**

Some of the jobs on the Guild's bulletin board are really weird, like the request from someone called Rakin, asking you to get to the bottom of some strange happenings in an armory. From the description of the job, it's obvious that Rakin is an adventurer, who has bought a special kind of iron. He then took the iron to a friend of his, a blacksmith, to have him make a sword. Something must have gone wrong, however, because since then there has been no sign of the blacksmith.

Take the letter called "***Request from Rakin***" from the bulletin board of the Mages' Guild and read it to activate the quest.

Follow the marking on your map - the route will take you quite a ways south of Bayan [19, map on page 99] - and eventually you'll come to the smithy described by Rakin.
You'll find the blacksmith dead in his smithy and covered with deep wounds.

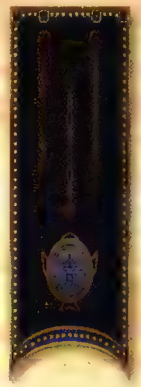
Go into the next room and a huge, flying, two-handed sword will attack you. Apparently Rakin was right when he said he thought that the iron ore came from a melted down steel golem. When it was smelted again, it awakened in an unholy manner - and it's not too happy about it!

To avoid joining the blacksmith on the floor, you'll have to face up to this unusual duel and rework the undead sword into old metal.

Report back to Koenin, get your reward from the chest and continue in your role as the savior of Antaloor.

**REWARD: 3,900 experience points, 200 Auras, small healing potion**
**4 reputation points with the Mages' Guild, Psyche (magic card)**
**a Steel golem signet ring**

## UNEXPECTED DANGER



**QUESTGIVER: Koenin, Mages' Guild Librarian**
**Questgiver's location: Mages' Guild Library [10, map on page 117]**

It's a well-known fact that Gandohar hates the Mages' Guild, so it's not surprising that his thugs hunt down Mages all over Antaloor - and they go to unusual lengths to catch them too. Sordahon, Gandohar's right-hand man, really enjoys the hunt - and he has a few special surprises up his sleeve for Mages and their hired mercenaries... a fact which you'll soon find out the hard way.

Take the letter called "***Message from Asala and grandchildren***" from the Mages' bulletin board and read it to activate the quest. Asala, the poor woman, seems to be stuck in a cave with her grandchildren - and rhinos are lurking outside.

Follow the automatic marks on your map. The cave is to the south of Bayan [20, map on page 99]. To get there faster, you could take a horse from Alima's stall, or use the teleport stone, if you can find the teleporter near the deserted armory.

The cave entrance is in the ravine beneath the wooden bridge. Oh, yes... Before you can get in there, you'll enjoy fighting huge ants and rhinos.

Once you're in the cave, you'll soon find out that the letter from Asala was a trap. A group of Groms is lurking behind the door to the main chamber - and they're specialized in Mage killing. You don't have much time, because these Mage killers have drawn their weapons and are ready to do battle! Stay alert! These elite Groms can really do a lot of damage – especially if you are playing the role of a Mage or a Ranger. Run as quickly as you can into the cave and sprint up the wooden stairway on the left. Then jump over the hole in the wooden floor - the Groms aren't too clever and from here you'll be able to attack them from a safe distance.

When you're finished, take your time and search the corpses of the Mages who were trapped here. You'll get 100 auras for each Mage!
In the chest at the rear of the cave, you'll find more loot and a scroll with Sordahon's commands. They explain the arch Mage hunter's hideous plan in full. Remember to take the old key from the chest – you'll need it to get out of the cave.

OK, you can't expect any reward, because it was a false quest - but the loot from the chest should be more than enough. And you don't need to go back to the Guild either.

**REWARD: 3,600 experience points, 200 Auras, a small mana potion 7 reputation points with the Mages' Guild, 3 modifier cards (damage), an armor reinforcement skill book, a novice necro robe**

***You'll find more Mages' Guild quests from Page 166 in New Ashos.***

## STOLEN CORPSE

**QUESTGIVER: Nur Udin**
**Questgiver's location: Path near Merchants' Guild [34, map on page 117]**

In the center of Hatmandor, you'll get the chance to gain the favor of the richest association in all of Antaloor - the Merchants' Guild. Near the Guild main building, you'll meet three frustrated store owners, who are complaining about the difficulty involved in getting alchemy ingredients for the market. The way it looks, there could be a link to the corpses of Gandohar's hanged victims, which have lately been stolen from the Hooks.

If you decide to help the merchants, you'll soon realize that this apparently simple matter is much more complicated than you thought...

First go to the headquarters of the Merchants' Guild, and hang around for a while to eavesdrop on the conversation of the three Guild members. Then speak to Nur Udin and try to get more info out of him. The merchant says he doesn't know anything himself, but he thinks the guards in the Hooks might know more. The Hooks are at the north gates of Cheznaddar and will be marked on your map automatically [13, map on page 98].

When you reach the Hooks, listen to the two soldiers talking. They're complaining about unfair orders and having to carry them out - but they also mention that Gart Valarin has sent a patrol out to investigate the mysterious disappearance of the corpses.

Now go to the Mages' Guild - you'll find the patrol nearby [10, map on page 117].

When you reach the soldiers [14, map on page 99], you can see that almost all of them have been attacked by Giant Ants. Luckily, two of the soldiers are still alive, but they're badly wounded. Kill the ants then speak with Colonel Ishaq, who is one of the wounded on the ground. You can't do anything for Kamil, the other soldier – he's too badly wounded.

With his dying breath, Ishaq whispers to you that there's a trap in the adjacent building [6, map on page 117].

Use a lockpick to get into the house and explore the many rooms. Don't forget to take a look in closets and bureaus, because they contain valuable ingredients originating from animals and plants and your first clues about the problems of the Merchants' Guild.

In the cellar of the abandoned house, you'll now find the actual solution to the problem that the Merchants' Guild has: cage upon cage of imprisoned animals, just waiting to die for the valuable alchemy ingredients in their bodies. It looks like the house is owned by a poacher.

Explore the cellar some more, then walk to the right. As soon as you enter the doorway, you hear the angry cry of the poacher who has seen you. Now he wants to prevent you taking him prisoner at all costs. He escapes and blocks your way out by closing a metal door, which is difficult to open.

Explore the cellar some more, then walk to the right. As soon as you enter the doorway, you hear the angry cry of the poacher who has seen you. Now he wants to prevent you taking him prisoner at all costs. He escapes and blocks your way out by closing a metal door, which is difficult to open.

When you've killed the animals, take care of the Giant Spider at the rear of the cellar. Pull the lever on the house wall as soon as you've killed the beast.

A short sequence will show you the metal door opening again, revealing the way to the hiding place of the poacher. When you enter the room, you see him right away - he definitely seems to be lacking in courage, because he's locked himself in one of his own cages. Don't hesitate - break the lock on his cage and get him to talk.

The poacher realizes that he has lost and begs for his life. During the conversation, you'll find out that Ubaj is a member of the Merchants' Guild and you've probably had dealings with him in the past. He freely admits that it was he who stole the corpses from the Hooks to feed his animals.

If you believe that Ubaj doesn't deserve to live after a confession like that, kill him, but don't forget to search his corpse!

On the other hand, if you find yourself admiring the brilliant business idea of corpse recycling, you can let the poacher live and offer him your help in his dealings with the Guild.

Go back to the Merchants' Guild building and report to Nur Udin. And don't forget to ask about possible future jobs!

*When you're looking around in the vicinity of the Mages' Guild building, and you discover the corpses of the patrol, remember to empty their pockets. Colonel Ishaq and Karim both have lockpicks, which you'll need to open the many chests, commodes and closets in the poacher's house. You'll get more experience points if you adopt the peaceful solution, so think hard about how you're going to deal with Ubaj.*
*When you've finished the quest, go to the two soldiers in the Hooks again and tell them about the poacher. They'll express their gratitude with a few additional auras for your hungry pockets.*

**REWARD: 6,000 experience points, 2,000 and 4,000 Auras,**
**14 reputation points with the Merchants' Guild**
**ENABLES QUEST: Eviscerated Creatures, Nutritious Diet**

## EVISCERATED CREATURES

**QUESTGIVER: Nur Udin**
**Questgiver's location: Path near Merchants' Guild [34, map on page 117]**

If someone breeds, feeds and eviscerates animals, that someone must have a great deal of specialist knowledge about flora and fauna. So when you enter the poacher's house, search through all the items of furniture very thoroughly, because you'll not only find many ingredients, there are also various notes and essays about the lives of the animals and their habits.

Just like in real life, the old adage, "reading is education" also applies in Antaloor, so take a look in the poacher's documentation and notes...

From your first step in the first room, search through every shelf, chest and wall closet. You'll very probably find a few notes written and left behind by the poacher. Read the 'Tips' to find out exactly where to find which papers. You'll find the cover of an animal encyclopedia on the table beside the cage in which Ubaj hid (and locked himself in). It looks like the poacher wrote an essay on his breeding attempts. First of all, you'll have to solve the Quest called "**Stolen Corpses**".

If you decided to kill Ubaj, search his corpse and put the torn-out pages into your inventory. The pages belong to a book by Thara, his wife. Probably the two of them had an argument and she tore them out in anger.

If you showed mercy to Ubaj, he'll be grateful that you spared his life - and he'll give you all the missing encyclopedia pages that his wife tore out. Now that you've got all the pages of the book together, you can read it and get a good idea of the knowledge that the poacher used to breed, kill and eviscerate animals.

The poacher's notes are not part of the encyclopedia - you'll find the notes in two chests. One chest is near the cage of the Giant Spider, while the other one is in the passageway leading to the last room in Ubaj's cellar.

**REWARD: 4,000 experience points, one skillpoint**

## NUTRITIOUS DIET

**QUESTGIVER: Nur Udin**
**Questgiver's location: Merchants' Guild building**

You helped the Merchants' Guild and profited by it, so now you can start working on your reputation with the Guild. Everything depends on the decision you make at the end of the quest called "**Stolen Corpses**". If you only tell Udin about your discovery, he'll decide to expand on his business idea, taking over the Hatmandor market for medicines. It's your decision whether you want to be a part of this or not.

If you've decided to put an end to Ubaj's behavior, tell only Udin. He will instruct you to meet the person who is to carry on the poacher's work and inherit his property. You'll meet this person in the old house of the poacher in the small village of Daxials.

The village is very near Hatmandor, but you can't reach it through the surrounding mountains. So take the teleporter, head north through the Hatmandor suburbs and you'll soon find the small settlement.

The poacher's house is behind the fruit and vegetables stall. The entrance is on the left. Inside the house you'll meet Thara, Ubaj's wife. She has been asked to carry on the work of her husband. Thara explains to you that she has replaced the animals you killed and tells you all about her plan. She wants to expand her husband's business concept - and she needs your help to do it. She gives you 500 auras to bribe Jazid - he's responsible for the Verita mines. Her objective is to get Jazid to block the supplies of medicine, causing a supply bottleneck. Then the merchants can raise the prices for the ingredients from the animals they breed.

If you allowed Ubaj to live, he himself will give you a quest. Before you get on the road to the mine, leave a personal teleport platform behind in Daxials - that will save you a long road on foot.

From Daxials, head south in the direction of the Hatmandor suburbs, or use your teleport stone to get there quickly and comfortably - head east before you reach the teleporter.

- 1 - Auntie Karima
- 2 - The poacher's house
  Ubaj and Thara
- 3 - House of the occultists

- Teleport
- Shops | Merchants

Follow the route until you reach the mine fence. Jazid will be waiting in front of the mine [16, map on page 117]. Explain the plan to him. It's better to have no eavesdroppers during delicate business discussions like this, so follow Jazid into the mine. There you'll hear a conversation between Jazid and a mineworker who goes by the name of Talha. He complains loudly to Jazid about the mysterious happenings in the lower levels of the mine.

When they're finished talking to one another, speak to Jazid. He's all for Merchants' Guild plan, probably because he likes the sound of the reward he's going to get. However, the mineworkers seem to have more than just the "Red Death" to contend with. And Jazid will do nothing... unless you take care of the strange animal beings in the lower regions of the mine first.

Follow Jazid down into the lower regions of the mine. If he asks you if you really want to go deeper, take a quick look at your inventory before answering him. Make sure that you have enough healing and mana potions in there - and good strong armor too, because Jazid's going to shut the door to the deserted part of the Verita mine behind you. There will be no going back - and you'll soon find out that you have to deal with a whole tribe of Varns!

Qudamah

Kill the Varns and follow the path until you reach a cave with an underground lake crossed by a wooden footbridge. Keep going straight on - careful... there's another large group of Varns lurking in the room on the right.

When you get to the central chamber, you'll meet Qudamah, the leader of the tribe of Varns. When you approach him, he'll probably growl at you, but then he'll start talking.

He despises human beings - for him, the mineworkers are just a source of food for his tribe. So a fight is unavoidable. Kill Qudamah and search his corpse. You'll find a rusty key on him... it fits in a different door, not the door locked by Jazid.

Turn left and use the rusty key to head for the mine exit. Follow the tunnels until you meet Jazid again. Thanks to your (more or less) voluntary help, he will now start to do his part to cause a supply bottleneck for medicines.

Return to Daxials and talk to Thara. Since Jazid has already sent a message to the Guild and everything seems to be going according to plan, you'll get your deserved reward.

*Qudamah is a powerful opponent. He's almost totally resistant against attacks with sharp-bladed weapons. You can try using bludgeoning weapons, a club, a morning star, or weapons inflicting fire/spectral damage.*

*You should also use the environment to your advantage when you fight him. Qudamah is standing at a point where two narrow paths cross, so you should try to topple him into the abyss. It might not mean death for the jackal, but it will visibly weaken him. Be careful - don't accidentally fall down to the next level yourself! It hurts!*

**REWARD: 6.875 experience points, 3,000 Auras, 18 reputation points with the Merchants' Guild. Some mineworkers will also sell you crystals!**

**ENABLES QUEST: Spider's Lair**

## SPIDER'S LAIR

**QUESTGIVER: Bad Yl [32, map on page 117]**
**Questgiver's location: Next to bulletin board in Hatmandor**

If you helped the Merchants' Guild to expand their influence on the medicine market, you won't get any more quests from Thara or Ubaj, but you can keep looking for lucrative jobs on Bad Yl's bulletin board.

And it seems that the Hatmandor merchants really do need someone to get rid of the Giant Spiders in a cave near the city. The contract states that servants were sent out to collect the webs of the arachnids - the silk is a much sought-after raw material for clothing - but they never returned, so... d'you like spiders?

Take down the contract called "***Spider's Lair***" from the bulletin board in Hatmandor and read it to activate the quest.

Follow the markings on your map [15, map on page 117]. Just head south from the "Queens Crossroads" teleporter, and keep right at the crossroads where you met Ian.

The entrance to the cave is nearby - but before you go in there, make sure you're really well prepared. This is one tough job!

When you're in the tunnel, you'll see masses of spider eggs. The giant mother spiders aren't far away... and they most definitely do not like it if anyone gets too close to their broods!

Kill the spiders and don't forget to eviscerate them. Your task is completed when you've eliminated all the spiders in the cave.

Report back to Bad Yl.

The Merchants' Guild has already sent your reward to Bad Yl - it's lying in the chest.

**REWARD: 5,000 experience points, 700 Auras, 2 small mana potions 8 reputation points with the Merchants' Guild, arrows treated with spider poison**

## BLACK MARKETEERS

**QUESTGIVER: Bad Yl [32, map on page 117]**
**Questgiver's location: Next to bulletin board in Hatmandor**

It's not easy being a merchant in Hatmandor, but the storekeepers do their best to deliver best quality merchandise. And Hatmandor's inhabitants really appreciate their efforts, as does the populace of Cheznaddar.

The merchants have a problem, however - black marketeers have emerged and they're trying to convince the people to buy their goods, which, they say, are better and cheaper.

Guild spies have collected information about the hideouts and the plans of the marketeers - now all the merchants need is your sword (with you wielding it, of course!

This contract is also on Bad Yl's bulletin board. It's called "***Black Marketeers***". Take it down and read it to activate the quest.

Follow the route marked on your map and walk through the streets of Hatmandor until you reach the suspected hideout of the marketeers.

When you reach it, check your equipment, go in there and teach them a lesson that will prove to be their last on this world.

Do the same with the other hideouts - but be more cautious this time, because the black marketeers have now heard about you and have become much more alert and aggressive as a result.

When you've cleared out the fifth hideout, report back to Bad Yl. Your reward will be in the usual place.

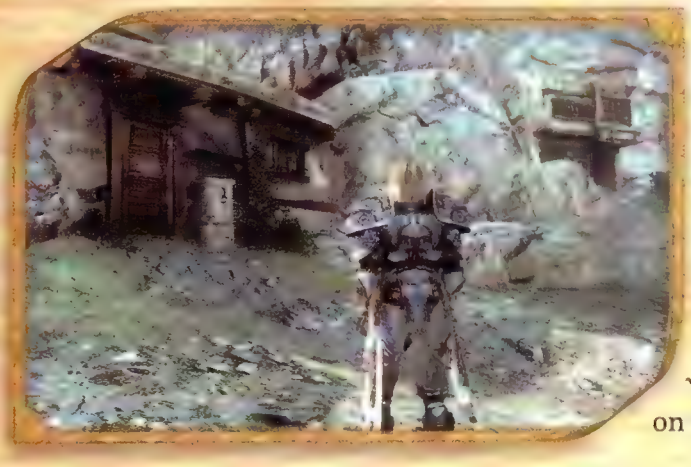
**REWARD: 3,200 experience points, 500 Auras, 2 2 small healing potions**
**8 reputation points with the Merchants' Guild, boots of expedience**

***You'll find more Merchants' Guild quests from Page 175 in New Ashos.***

## A DOG'S LIFE

**QUESTGIVER: Koenin, Mages' Guild Librarian**
**Questgiver's location: Mages' Guild Library [10, map on page 117]**

As you've probably found out for yourself during the course of the game, the Necromancers' Guild has a hard time of it in Antaloor. The Guild was banned years ago, the Necromancers had to give up their Guild house to their mortal enemies, the Brotherhood, and - in contrast to the Mages' Guild – not only Gandohar, but the whole population hates them.



In spite of that, they still haven't totally vanished off the face of Antaloor; Gandohar took on some of the more skilful members and young, lost souls find refuge from the general ignorance of society in the dark arts (and black garments) of the Guild... but the Necromancers' Guild has been weakened badly and the necromancers hide their activities from the eyes of the ignorant.

You'll soon notice, however, that some contracts on Koenin's board have a lot to do with this Guild.

Like the quest to acquire Varn hearts, for example. If you don't have a lot of these hearts at hand, go through the southwestern part of Erimos with a fine tooth comb and you'll find one Varn camp after another – so you could soon spoil the questgiver with a supply of hearts that would last for decades!

Important! Before you can deliver the hearts, you must already have opened Hatmandor's south gates during the main quest.

If you did that already, let's go! Follow the route marked on your map and enter the house. The necromantic part of your soul will love the interior furnishings here!

Lay the hearts carefully in the chest in the center of the pentagram - and don't be tempted to hang around!

Koenin knows about your success and he's happy to have found such a hard-working and commendable member... yep, that's you!

**REWARD: 3,400 experience points, 200 Auras, Leather Varn boots**
**8 reputation points with the Necromancers' Guild, Corpse (a magic card)**

## BLACK CANDLES

**QUESTGIVER: Koenin, Mages' Guild Librarian**
**Questgiver's location: Mages' Guild Library [10, map on page 117]**

There is a code that identifies Necromancers' Guild contracts – you didn't know that for a while, but even so, they were still easy to spot. Subtle clues, like a certain writing style, the color black and things that had to do with blood stood out like a herald shouting "Necromancers' Guild!"

One typical example is the quest called "**Black Candles**". Apart from the one clue that stands out a mile - black candles - the task also has a few typical Necromancers' Guild elements.

*Firstly:* slaughtering beavers. These cute, innocent and cuddly creatures wouldn't hurt a fly, especially not in the sad waterhole in the desert where they live and play.

So why does the questgiver need beaver fat to make his black candles? Because anything that's cute, good and fun-loving must suffer and die (the Necromancers' first rule of darkness)...

*Secondly:* the boiling of the hearts. Where could this take place, other than a secret laboratory in the deserted halls of the banned Necromancers' Guild? At a huge fire, the flickering flames of which are reflected in your eyes.

Lady of the Flames, I am burning...(an ancient saying spoken by Druids during their Fire Goddess rites... the meaning has long since passed into posterity... but it sure sounds good, huh?).

*Thirdly:* the delivery of the candles to the hospital [14, map on page 117]. Take a map and try to find the most depressing and gruesome place on Erimos. OK, where would it be?

Yep, you got it! The hospital, where a pitiable mortal is supposed to pass over into the realm of death, bathed in the light of a black candle. Tonight I have dreamt of death... (the ancient motto of the Druids' gravediggers' association...:-))

Whatever... Koenin will be very grateful for your resourceful help.

**REWARD: 3,800 experience points, 200 Auras, small healing potion**
**7 reputation points with the Necromancers' Guild, a coconut, 1 beaver butcher's hat**

## THE NEW CLOTHES

**QUESTGIVER: Koenin, Mages' Guild Librarian**
**Questgiver's location: Mages' Guild Library [10, map on page 117]**

It would seem that wonders can happen! The fatalistic Nuri, the lady who yearned for death to take her, didn't find it in the desert, where she was once again searching for her fate - instead she found a partner for life! He's apparently a charming Varn and she's desperate to marry him. Now she needs a robe for her wedding - but it has to be soaked in wild pig's blood - and you're just the one for the job!

Nuri even has a couple of wild pigs ready for you. Look for them near Cheznaddar's city gates and carefully take some of their blood.

You'll also find the house of the tailor in Cheznaddar. That poor guy waited so long for you that he probably died of boredom! However, he had already finished the wedding dress, so take it down and dye it in the cauldron. Use the lever to heat up the flames; that will make the colors in the robe really stand out.

All you have to do now is hang up the robe in the house of our shy Nuri.Try not to think of how many wedding guests (only on her husband's side, of course) are absent thanks to your deeds on your epic journey through Erimos - just keep it to yourself.

Koenin is a happy man and once again the reward chest is ready and waiting for you.

**REWARD: 4,000 experience points, 200 Auras, Decay (magic card), Damage (magic card)**
**9 reputation points with the Necromancers' Guild, Nuri's garment**

## ROTTING SKELETON

**QUESTGIVER: Rotting Skeleton**
**Questgiver's location: Guild house of the Brotherhood [30, map on page 117]**

The Necromancers' Guild and the Guild of the Brotherhood weren't always at each other's throats like they are today. The Brotherhood is a younger Guild than that of the necromancers; in those days, its former Guild house was even built under the protection of the other Guild house, until the arguments started, then came actual conflicts, until ultimately their whole relationship changed.

The Brotherhood, however, didn't remain unaffected by the events of the time – if you search the chamber with the skeleton (in the direction of Paindome, in the center of the staircase), you'll find that the chest in the room has been locked using magic.

When you've brought Azhar back to the Guild house, talk to him before you send Sangaire back to his hellish domain for ever (if you missed it, you can also take the tooth from his corpse).

Go to the skeleton and put Azhar's tooth into its jaw.

The necromantic powers Azhar possessed seem to have been transferred to the skeleton inside the tooth - because the skeleton will get up and open the chest for you.

Read the last will and testament of the previous leader of the Brotherhood. His name was Irfan and he apparently practised necromancy in secret.

That would explain the skeleton anyway.

**REWARD: 4,000 experience points, 500 Auras, Irfan's wand Decay (magic card), Corpse (magic card), 8 reputation points in the Necromancers' Guild**

***You'll find more Necromancers' Guild quests from Page 180 in New Ashos.***

## GHOST'S TOLL

**QUESTGIVER: Scythe [37, map on page 117]**
**Questgiver's location: Den of Thieves in the Sewers of Cheznaddar**

Now that you've got to know Gorlag (**Gorlag's Curse, Old Wounds**) and you have declared yourself willing to help him, you'll meet a lady called Scythe in the Den of Thieves beneath Hatmandor- and unless you kill her right away, she'll have a quest for you.

When the Thieves' Guild killed a few upstarts who decided to go it on their own and were charging a toll fee at the entrance to the sewer system, the Guild couldn't possibly be aware of how obstinately these people would cling to their fee taking - and they always used these words - "Can't pay the toll? You don't cross the stream..."

When you meet the three men, you'll understand why they're really getting on Scythe's nerves...You can do Scythe and most of the sewer population a big favor by getting rid of the ghosts.

Or, you can do all of the sewer population a favor - including the ghosts - if you can convince the specters gently that they don't exist, or, in other words, that they're ghosts. Go to Scythe and describe the situation to her.

Tell her you want to hold up a mirror to the ghosts, so's they can see themselves! Scythe mentions the location of a mirror in the sewers and you can also remember seeing one near the exit where the ghosts are waiting – so go back to the ghosts.

The only thing is, how can you persuade them to follow you to the mirror? Don't worry, you'll think of something. Just make sure that none of them get lost.
When they see themselves in the mirror, they'll realize the sad truth of their existence and depart for ever, one by one!

Relative peace and quiet once again reigns supreme in the sewers. Scythe is at last convinced of your talent and gives you a reward. By the way, you'll find the treasures of the ghosts (collected 'post-mortem') in the sarcophagus beside the exit which is now ghost free.

**REWARD: 6,000 experience points,**
**9 reputation points with the Thieves' Guild, Slasher's nail**

## BUYOUT

**QUESTGIVER: Bouncer [37, map on page 117]**
**Questgiver's location: Den of Thieves in the Sewers of Cheznaddar**

If one of your quests happens to take you into the sewers, you'll have the opportunity to meet a real bouncer. You don't have to get aggressive tho', he only wants to play. His favorite game is called "buyout". It's a game guaranteed to get your nerves jangling! He selects three victims. You then have to relieve them of their property - and you're on the clock!

Take a look around the main meeting room of the Thieves' Guild. A skillbook for beginners (which those present definitely no longer need) is lying forgotten in a corner. Take the skillbook and learn the basics of thievery.

Before you have a chance to compete against the superior thievery skill of the bouncer and maybe even win the game against him, you'll have to really increase your thievery skill.

When you arrive at the gate in the direction of the Verita mine, the game can start. Now your questgiver comes out with it – he wants you to steal from the three sleepy guards.

Approach your victims slowly from behind in an "aura of inconspicuousness" and try to take the valuables from their pockets. You can only solve the minigame that follows (which is a metaphor of thievery in itself) if you get the three serpents of fate through a hole which briefly opens up – then you can steal the victims' money.

Don't forget to save your game before you start, because you never know whether or not Lady Luck is going to smile on you. If they catch you, you won't get another chance to steal from the guards - and if it really goes badly, you'll become a wanted criminal.

There is another alternative - if you don't trust your fingertips and you don't particularly like going through the pockets of other people, you can simply kill the guards, take their property and go back to the now totally perplexed bouncer!

In both cases, your reputation with the Thieves' Guild will increase - and you get to keep the guards' property too!

**REWARD: 3,900 experience points, old onion, sting, rare bottle,**
**8 reputation points with the Thieves' Guild**
**...and the "thievery" skill is now available**

## UNSOLICITED GUESTS

**QUESTGIVER: Bad Yl [32, map on page 117]**
**Questgiver's location: In front of the Gates of Hatmandors**

The Thieves' Guild use Bad Yl as a go-between to approach you in secret. He tells you that the sewers in Hatmandor and Cheznaddar [37, map on page 117] are harboring not only thieves and other kinds of rabble now - dangerous creatures have also been seen down there - and they're attacking the thieves.

This is an intolerable situation for the Thieves' Guild. Descend into the passageways of Cheznaddar's underworld and look for the area these creatures call home. On the way there, you'll meet a few strange beings. If you kill them by accident, stay calm. They're not Thieves' Guild spies in disguise, they're mummies.

Mummies are brainless residents of the sewers, just one of the dangerous species in the sewers the Thieves' Guild members have grown accustomed to facing.

Remember, however, that the scorpions you'll encounter when you find the location marked on your map are not a species to be taken lightly. They are highly poisonous and they've built a nest here. They're not only a danger for the Thieves' Guild, as you'll see from the various corpses lying around. On the way to the last creature, collect the loot from the corpses - you can be sure they would have done the same for (or to) you.
The last scorpion is a real tough cookie - keep an eye on all your important life numbers, like vitality, while you're fighting it... scorpion poison is highly potent and its sting can kill. The Thieves' Guild and Bad Yl are delighted with you.

**REWARD: 3,200 experience points, 300 Auras, two lockpicks**
**6 reputation points with the Thieves' Guild, one small healing potion, a scorpion sting**

## PERSISTENT GUARDS

**QUESTGIVER: Bad Yl [32, map on page 117]**
**Questgiver's location: In front of the Gates of Hatmandors**

Some quests on the bulletin board are more or less legal... but some are definitely illegal. If you see a quest from the Thieves' Guild or the Necromancers' Guild, you can be sure it's illegal - but don't let that stop you from taking it on! Your motto should be "Illegal isn't bad, it's just against the law".

Gandohar is the law and anything that hurts Gandohar is good, so breaking laws must be good.

There are some very legal-minded people in Antaloor and the guards are among the worst of these. Maybe some guards only think about the good of the people, but others practice their sadistic needs under the protection of the law (e.g. Zul Figar).

Then there are those, of course, who only follow orders - but they'll follow them blindly, even if they have to die doing their duty.
Travel to the abandoned factory, the next target of the Giriza. Send those poor souls into permanent retirement.

As usual, Bad Yl has your reward.

**REWARD: 3,200 experience points**
**200 Auras, the Faithful Protector**
**three small healing potions, a lockpick**
**6 reputation points with the Thieves' Guild**

## FAMILY JEWELS

**QUESTGIVER: Bad Yl [32, map on page 117]**
**Questgiver's location: In front of the Gates of Hatmandors**

Life is like the stock exchange - you try to steal from them and they try to steal from you.
If someone steals from a lady thief, she's bound to get really angry. So the lady in question turns to you in the hope that you can settle this matter for her discreetly (but cruelly!).

Use your map to quickly find the location of the occultists. You'll soon see that these unholy fanatics are living in the most abject poverty.

In a way, it's cruel to not only take away the basics of life from this cult, but its members too. On the other hand, you can't know what these fanatical people wanted to do with the stone. Put the jewel where you're supposed to hide it and put it out of your mind.

Ultimately, the principles behind this have nothing to do with you; you're only an instrument of your questgiver. So go and get your reward from Bad Yl's chest with a clear conscience.

**REWARD: 3,200 experience points, 200 Auras,**
**9 reputation points with the Thieves' Guild, Adroit Palms**
**two small healing potions, two precision points**

***You'll find more Thieves' Guild quests from Page 184 in New Ashos.***

## INTERRUPTED BURIAL

**QUESTGIVER: Galija [12, map on page 117]**
**Questgiver's location: Path leading to the Warriors' Guild**

The region around Cheznaddar can be pretty dangerous, and even a powerful adventurer (yep, that's you) might find some of the challenges too hot to handle. So it can often be useful to have an ally or two watching your back if the going gets tough. For a warrior like yourself, the Brotherhood is the ideal place to start, if you want to buy or trade for new armor, or to try your skills in combat against other brothers.

There's a narrow path that runs between Cheznaddar and Hatmandor. It will take you directly to the Warriors' Guild main building, so start off on your next adventure.

You'll soon come across a small group of people who appear to be digging a grave. Conversing with Haadija und Bahir, you find out that they are burying a man called Azhar. When you turn away to leave them to mourn in peace, a hysterical girl comes running up to you. She cries out that her brother is being buried alive!

Suspicious, you go back to the corpse, but before you can take a look at Azhar, the grandmother Haadija sees you and, in a cloud of blood, she turns into an Undead being. She attacks immediately and Bahir and Galija hightail it out of there. When you destroy the being that was passing itself off as Grandma Haadija, the other members of the family wake up, as if from a trance.

Galija is more than grateful for your help. Azhar, who's almost dead on his feet, tells you that he's a member of the Brotherhood. He needs to rest right now, but he invites you to have a conversation with him later.

On the way to the Warriors' Guild, you'll meet Galija, who's been looking for you. To thank you for your selfless deed, she gives you her grandparents' wedding rings.

When you reach the Warriors' Guild, Azhar, already recovered, is waiting for you.

He tells you that the leader of the Warriors' Guild would like to meet you, but talk with Azhar some more before you go to the Wise Mahdi, because you'll find out a few interesting things about his Grandma.

**REWARD: 3,400 experience points,**
**7 reputation points with the Warriors' Guild (Brotherhood, Grandma's ring, Grandpa's ring**
**ENABLES QUEST: Bound of Blood, Contract for Fame**

## BOUND OF BLOOD

**QUESTGIVER: Mahdi [30, map on page 117]**
**Questgiver's location: Warriors' Guild building (Brotherhood)**

Thanks to your rescue of Azhar, you've gained the respect of the leader of the Brotherhood, the Wise Mahdi. He will talk to you about what you did and offer you membership in the Warriors' Guild.

Fame and reputation with this Guild could really be useful to you; so you accept and they introduce you to the blacksmith Sulajman right away. He pushes a big axe into your hand, hoping that you can test it out on something living.

He has reinforced it with Verita crystals, giving it magical protection and the power to break through almost anything. When you've taken the axe and added it to your equipment (purely a demonstration of goodwill, of course), the Wise Mahdi sends for you again.

You learn that the building once belonged to the necromancers, and that strange things keep happening, like armor and weapons coming to life.

Azhar, an executive of the Brotherhood, is still too weak after his near burial, so you willingly take this task on. It's time to go down to the cellars! Halfway there, you'll encounter a skeleton in a room with a locked chest. Take a closer look at this scenario, because you can come back later and get to the bottom of it (read more about this in "**Hunt**").

You finally find what you've been looking for in a hall in the cellar. A confused and strange creature named Sangaire is standing there in a blood-red mist. If you feel like leaving the scene, you might find it difficult, because the door has meanwhile closed behind you.

When he finds out that you're not a God, but that you do possess a weapon that could injure him, Sangaire will immediately try to kill you. He's obviously the one who's been bringing the weapons and armor to life.

He finally has enough and leaves, insulted. Now you can report back to the impatiently waiting Sulajman. In return for your efforts, Sulajman allows you to keep the weapon – and he immediately starts creating a better one.

**REWARD: 4,000 experience points, Sulajman's Hope**
**10 reputation points with the Warriors' Guild (Brotherhood)**
**ENABLES QUEST: Hunt**

## HUNT

**QUESTGIVER: Sagacious Mahdi [30, map on page 117]**
**Questgiver's location: Entry hall of the Warriors' Guild (Brotherhood)**

OK, you've now successfully tested out Sulajman's first axe on Sangaire. Now you should speak to the Wise Mahdi about the further developments in the case of Azhar. An embalmer who examined Hadija's corpse found that the old lady had been dead for more than a year. The leader of the Warriors' Guild suspects that Azhar's Grandma was being controlled by a necromancer, or by something even worse...

He asks you to speak to Azhar again, but when you leave the Guild house, Azhar's not at his usual place. On the path to Hatmandor, you meet Azhar's father, Bahir. He tells you that his son wasn't feeling well and that he went home to his bed. He shows you the location on the map [14, map on page 98] and you (a little worried now) head for the house. When you get there, Azhar tells you about a dream he had, in which his Grandma bit him on the leg.

When he actually found bite marks on his leg, he began to get scared about what he might turn into. He'll ask you to kill him, but don't do it. Instead tell Azhar that you're going to speak to the Wise Mahdi about this. When you ask the leader what he thinks, the Wise Mahdi believes it's best to bring Azhar into the Guild house.

When you go out to find Azhar, the young warrior's already waiting anxiously - and he's relieved to hear Mahdi's decision.

He enters the building and you follow him inside. It seems that the presence of Grandma Hadija awoke the demon in the memorial hall. In view of the fact that Sulaijman now has finished his masterpiece, and Azhar seems to be safe, nothing can now hinder you from going down to the cellars and facing Sangaire one more time.

STOP!! You must talk to Azhar again before you put an end to the Sangaire's strange existence! Azhar will give you his tooth that has fallen out (for the purposes of examination). You should then put this tooth into the skeleton's jaw (for the purposes of making money). The skeleton is where it was the last time you were down there, on the first level of the cellar on the way down.

**REWARD: 4,500 experience points,**
**6 reputation points with the Warriors' Guild (Brotherhood)**
**ENABLES QUEST: Cursed Blood**

## CURSED BLOOD

**QUESTGIVER: Sagacious Mahdi [30, map on page 117]**
**Questgiver's location: Entry hall of the Warriors' Guild (Brotherhood)**

Since you joined the Guild, you've learned a lot about the history of the Guild main building. You've found out, for example, that it's one of the oldest buildings in the land and that its transfer to the Brotherhood was - and still is - regarded as being a symbol of victory over the necromancers.

The necromancers, however, obviously didn't want to make it all too easy for their successors. An invoked creature was awakened in the cellars when an easy victim, Grandma Hadija, was visiting the Warriors' Guild building. So you know the story now... and it's time to finish Sangaire. You should have a powerful axe (made especially by Sulajman for combat against Sangaire) and a good supply of healing and mana potions. It's hey-ho, to the cellars you go...

The hellish creature is even angrier than the last time and attacks with all the tricks it has up its ethereal sleeves. When you've destroyed all its materializations, search Sangaire's remains and return proudly upstairs to the land of the living. Get ready for a shock, tho'... you were able to save the Guild from that hellish being, but you couldn't save Azhar. He died at the moment when you finally killed Sangaire. It's strange, but his life seems to have been linked to Sangaire's in some way; when one died, the other passed away as well. Grandma's bite, which turned out to be reality and not a dream, must have had dire consequences for Azhar.
You can maybe find some consolation in this thought - the souls of Azhar and his Grandma have now found eternal peace...

**REWARD: 5,000 experience points,**
**10 reputation points with the Warriors' Guild (Brotherhood)**

## CONTRACT FOR FAME

**QUESTGIVER: Bad Yl [32, map on page 117]**
**Questgiver's location: Next to Bulletin Board in Hatmandor (Main Gate)**

As soon as you become a Guild member, Bad Yl will receive a new quest for the bulletin board in Hatmandor. It concerns a task that will bring the Guild members fame and honor if it can be completed successfully. Opposite the Warriors' Guild building is a small house. This former Guild house of the Brotherhood saw the passing of power from the Necromancers' Guild to the Warriors' Guild many years ago - and now a creature from the southern regions of Erimos - a Tailer - has made its home in the cellar of the old house. Kill the beast and help yourself to the contents of the chests in the cellar. Bad Yl has the rest of your reward in his treasure chest, as always.

**REWARD: 3,800 experience points, 600 Auras, paint pigment**
**5 reputation points with the Warriors' Guild, 1 skill potion, small healing potion,**

## ARENA I - GLADIATORS

**QUESTGIVER: Harun [30, map on page 117]**
**Questgiver's location: The Brotherhood's Guild house**

When you prove to Basel that you're dependable and strong-willed, he'll give you a good tip in the form of a referral to a friend of his in the Arena, where you can gain the respect of the Brotherhood. Go to the Warriors' Guild building and make your way down to the cellar, where you'll find a huge man in the gladiators' preparation room.

His name is Harun and he used to be a gladiator in the Arena. When you mention Basel's name, he immediately opens up.

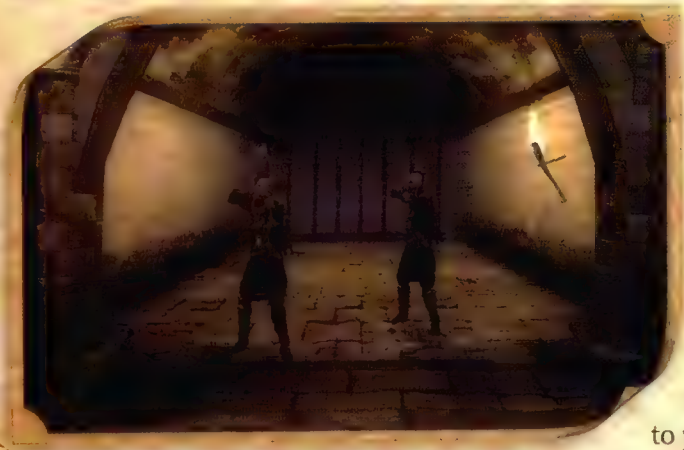
From that moment on, he sees himself as your mentor and constantly gives you well-meant tips for combat. Your first opponent's only supposed to be a warm-up for you. You should have no problem putting him down for good. There's an old gladiators' tradition that says "Everything that belonged to your defeated opponent now belongs to you."

So frisk your ex-opponent's corpse and go back to Harun. He'll pay you and offer you the next challenge right away.

**REWARD: 5,125 experience points, 2 reputation points with the Warriors' Guild**
**10 reputation points in the Arena**
**ENABLES QUEST: Arena II - Archers**

## ARENA II - ARCHERS

**QUESTGIVER: Harun [30, map on page 117]**
**Questgiver's location: The Brotherhood's Guild house**



You're back in the gladiators' preparation room with Harun again - and after that last opponent, who was about as powerful as a puff of wind, you can hardly wait to get back in there and show your skills against a real fighter.

Harun the old ex-pro will now give you a few tips on combat techniques against the archers you'll come up against next. Then it's time to go out there and do your thing.

Try to focus on one individual opponent at a time to put him out of action, then go on to attack the next one. By the way, here's a comforting thought for you - healing potions are allowed in the Arena.

During this match, you'll be able to totally convince Harun that you're not just any gladiator – you're top-class combat material. You'll get your reward and your next match is about to happen!

**REWARD: 5,125 experience points, 2 reputation points with the Warriors' Guild**
**10 reputation points in the Arena, 30 auras for each level of your Avatar**

## ARENA III - DWARF FIGHTER

**QUESTGIVER: Harun [30, map on page 117]**
**Questgiver's location: The Brotherhood's Guild house**

Your next opponent isn't just a rare sight in the Arena – he's a one-off in all of Antaloor; Harun has matched you with a tough dwarf fighter.

If you feel confident you have the means and the courage to beat this small warrior with the big axe, enter the Arena and fight him. When you beat him, go back to your mentor.

You'll notice that you're becoming more and more popular with Harun after each victory you tell him about – he's real proud of you and he shows it too! OK, take your reward and get ready for the next battle.

**REWARD: 5,125 experience points, 2 reputation points with the Warriors' Guild**
**10 reputation points in the Arena, 80 auras for each level of your Avatar**

## ARENA IV - CHEETAH TAMER

**QUESTGIVER: Harun [30, map on page 117]**
**Questgiver's location: The Brotherhood's Guild house**

You've probably noticed that the level of difficulty is increasing from fight to fight? So your next opponent won't be easy to put down as the last one, especially since he's accompanied by two fast cheetahs, which are a heck of a lot stronger and tougher than their half-starved brothers and sisters in the desert. During the fight, you'll notice that the cheetahs always retreat a little for safety after an attack, so focus on the trainer first.

Then show the animals who's boss and collect their remains. Harun's gonna be over the moon this time and he'll reward you handsomely.

**REWARD: 5,500 experience points, 2 reputation points with the Warriors' Guild**
**10 reputation points in the Arena, 80 auras for each level of your Avatar**

## ARENA V - THE DEADLY THREE

**QUESTGIVER:Harun [30, map on page 117]**
**Questgiver's location: The Brotherhood's Guild house**

Last time out you had two cheetahs and their trainer to contend with. This time it's three opponents again, but two of them are long-distance combat specialists and the other one is supposed to be a wonder in close combat.
They're called The Deadly Three. It might be an efficient combination, sure... but by now you should be so fired up that you just can't wait to get out there and take the ly out of that name!

Focus on the archers first and try to avoid the close combat specialist's strikes as best you can. When the Deadly Three have become the Dead Three, Harun will treat you like a long-lost brother! Take your reward as usual and prepare yourself for the next opponent.

**REWARD: 5,500 experience points, 2 reputation points with the Warriors' Guild 10 reputation points in the Arena, 80 auras for each level of your Avatar**

## ARENA VI - NECROMANCER

**QUESTGIVER:Harun [30, map on page 117]**
**Questgiver's location: The Brotherhood's Guild house**

This, my friend, is a real tough opponent for you. You already know enough about Necromancers to realize that you won't just be fighting him alone – you'll have his creatures to contend with as well.

The same rule applies this time too - get the main man first, then the cannon fodder.

Harun will be so impressed, he might even be a little overawed... but not for long!

**REWARD: 5,500 experience points, 2 reputation points with the Warriors' Guild 10 reputation points in the Arena, 80 auras for each level of your Avatar**

## ARENA VII - MAMMOTH SPIDER

**QUESTGIVER:Harun [30, map on page 117]**
**Questgiver's location: The Brotherhood's Guild house**

If you succeed in killing your next opponent, you won't just go up another level in the gladiators' hierarchy – you'll be saving a lot of lives too, because this mammoth spider will kill and consume all the spectators in the Arena – quickly and painfully.

So before the Arena becomes a poison-filled bloodbath, go in and kill that fear-inspiring creature. A word of caution, however: mix up an antidote first – the poisons that thing possesses are really deadly.

When the monster's done for, Harun will gratefully give you your reward and you can both wait impatiently for your next opponent...

**REWARD: 5,875 experience points, 2 reputation points with the Warriors' Guild**
**10 reputation points in the Arena, 150 auras for each level of your Avatar**

## ARENA VIII - WEREBEAST

**QUESTGIVER:Harun [30, map on page 117]**
**Questgiver's location: The Brotherhood's Guild house**

The last opponent was difficult enough, but this very special creature – shipped in especially from Eollas, the neighboring island - is something else altogether... it's a Werebeast. This monster has immense strength and is as tough as nails. It also has the disconcerting habit of hopping in the opposite direction after each attack it delivers, and that can make counterattacking a problem.

Try to anticipate its next moves and strike where you think it's going to be. Kill it as quickly as you can. Once again, your friend Harun will be immensely proud of you and rightly so too.

Let's face it - if your run of successes continues, he's going to be the friend and mentor of a Champion!

**REWARD: 5,875 experience points, 2 reputation points with the Warriors' Guild**
**10 reputation points in the Arena, 150 auras for each level of your Avatar**

## ARENA IX - CHAMPION MAGE

**QUESTGIVER:Harun [30, map on page 117]**
**Questgiver's location: The Brotherhood's Guild house**

Surprise, surprise! The current champion of the Arena is a Mage. He became champion thanks to his combination of powerful protective auras, long-distance attacking prowess and area spells – and he uses them cleverly, making him almost unbeatable.

Go into that Arena and prove he can be defeated! You have a good chance of success if you don't even give him a chance to start his powerful magic attacks – just run right in close to him and bamboozle him with your attacks. And if you've taken the role of a Mage, you can beat him at his own game!

They'll be calling your mentor 'Happy Harun' soon, if you succeed in defeating your next opponent.

Harun himself doesn't think you can do it, but don't let that discourage you; he's more than proud to have accompanied you this far.

**REWARD: 5,875 experience points, 2 reputation points with the Warriors' Guild**
**10 reputation points in the Arena, 150 auras for each level of your Avatar**

## ARENA X - CYCLOPS

**QUESTGIVER:Harun [30, map on page 117]**
**Questgiver's location: The Brotherhood's Guild house**

Before you can become champion, you have one more opponent to meet and beat – and it will be the hardest test of all for you. The creature can't be compared with any other opponent you've defeated. The thing facing you right now is... a Cyclops.

This super-powerful opponent can be beaten; but only if you're at your absolute best in strength and speed.

He has a blow that could split the whole Arena in two, so watch that. Hit him when he goes into a defensive attitude.

Try not to get hit by him too often – your supply of healing potions could run out quicker than you think. Here's the tip of the year to help you – the blockbreaker is a great way of defeating him with just a few blows.

You finally leave the Arena, your chest swelling with pride. It will probably be a couple of years until your next opponent comes along. Hey, if you were a potential champion out there and you heard the story about how the new Champion brilliantly defeated the invincible Cyclops, you would start honing your skills forever too (after visiting a quack for some jangling nerves & sleeping potions, of course).

Harun has never been prouder in his life! You'll now get your last reward and leave the Arena, content with the knowledge that your mentor is now Mr. Happy Harun!

**REWARD: 7,000 experience points**
**2 reputation points with the Warriors' Guild**
**10 reputation points in the Arena, 150 auras for each level of your Avatar**

***You'll find more Brotherhood quests from Page 187 in New Ashos.***

# Eollas: West Coast

- 1 - Tai Lin
- 2 - Shui Bian
- 3 - "Hot merchandise" Pier
- 4 - Plu Via
- 5 - Hai Mer's house
- 6 - Iga Ave's house
- 7 - Bird exhibition
- 8 - Des Mon
- 9 - Sol Pan
- 10 - Body of Dir Tal
- 11 - Cemetery
- 12 - Yao's and own house
- 13 - Undergroud passage
- 14 - Werebeast Island
- 15 - Mar Conie's Droser
- 16 - Apiary
- 17 - Lon San
- 18 - Father's workshop
- 19 - Treasury
- 20 - Aquila's alcove
- 21 - Temple of the Elves
- 22 - Undergroud passage
- 23 - Drakonai Insel
- 24 - Mystical Den
- 25 - Li Lith
- 26 - Trow
- 27 - Horny Quartet
- 28 - Ion Ran & Zas Tar
- 29 - Cyclops
- 30 - Plague of beavers
- 31 - Plague of beavers
- 32 - Pied piper
- 33 - Mountain Breed plants
- 34 - Vidon's cave
- 35 - Scapulari breeding
- 36 - Feeling Well
- 37 - Feeling Well
- 38 - Feeling Well
- 39 - Grimoire of Elah
- 40 - Abandoned village
- 41 - Tai Lin's mother
- 42 - Mar Conie
- 43 - Aconite
- 44 - Angelica
- 45 - Arborusia
- 46 - Lost Grove
- 47 - Narrow path
- 48 - Balin's resting place
- 49 - Stolen book
- 50 - Island (Cormic's place)
- 51 - Coast / guards
- 52 - "Hot merchandise" Pier

# DETAILED MAP OF NEW ASHOS [NA]

- 1 - Veneficius | Timothy
- 2 - Bursar, library
- 3 - David
- 4 - Timothy's hideout
- 5 - Steria
- 6 - Balin's resting place
- 7 - "The Lion"
- 8 - Count Lester
- 9 - Erdon
- 10 - Racketeers
- 11 - Bright Beach/Guards
- 12 - Narrow path
- 13 - Cormic's mansion
- 14 - Lexingtons gift
- 15 - Stolen book (Timothy and David)
- 16 - Tai Lin
- 17 - Shui Ban
- 18 - Plu Via
- 19 - Hai Mer's house
- 20 - House of Iga & Oro Ave
- 21 - Bird exhibition
- 22 - Des Mon
- 23 - Sol Pan
- 24 - Yao
- 25 - Own house
- 26 - Underground passage
- 27 - Mar Conie
- 28 - Ion Ran & Zas Tar
- 29 - Grimoire of Elah
- 30 - Li Lith
- 31 - Mar Cornie (Veneficius)
- 32 - King's Court Inn
- 33 - House of Alicia's father
- 34 - Jarek's house
- 35 - Mal Nis
- 36 - Ann Nah
- Teleport
- Shops | Merchants

# City Guide of New Ashos

## EXCERPTS FROM "REFLECTIONS ON A LANDSCAPE" BY BA SHO

*So sometimes, my feet carry me out of the filthy solitude of my house and out into the landscape, which is my home. Rushing wind in the leaves of the palms, the noise of the birds and the primeval forest, the life that surrounds me, all that is able to cover my sadness and free my mind.*

...

*As I walk along the long beaches, surrounded by quiet contemplation, my thoughts start to wander off. I remember a time when you looked at me, at the terrace of our university, full of hope and future. Today, I can no longer remember what separated us - for too long it's been suppressed and hidden.*

*However, I will not forget what you taught me. About the grace and serenity of the birds who are flaunted in the city, living a sheltered life. About the transience and insignificance of time, nature, their representations.*

*The hourglass as a ruminant object whose faint rippling finally puts my thoughts at rest, when all else fails. I must almost inevitably think of the colorful umbrellas that you were so fond of. Your bright smile with which you enlightened me as the elements went down on us.*

*The drops of summer rain that glistened from the edge of your umbrella, the color swirls that your dance created, opening my heart forever. Thus, I became a searcher who finds his peace in everything beautiful.*

...

*Once again, the beauty with which the bonsai garden always meets me, it lets my soul shine today. With moderate steps, I walk towards the sea, over the little bridge that often gave me a moment of joy. How gently the lanterns sway in the wind.*

*How beautiful the growth of the trees, how graceful the bloom that comes back to life each year and unfolds in our hearts. To settle on a bench to find words for all this, that would be what I'd love to do. Nevertheless, my road and my worldly obligations will lead me back into the city all too soon.*

...

*When I, only rarely, leave my house and close my eyes, I am surrounded by the bustle of the city. All sounds flow together and become an art of sound meshes and music. Regularly the barker's gong makes the plaster quake. This gentle pulsation, the life of the city, they let me feel alive and I can breathe freely.*

## LEXINGTON - THE RACKETEERS

**QUESTGIVER: Lawrence Lexington [7, map on page 149]**
**Questgiver's location: Lexington's Office in the "Lion" Club & Casino, in the western part of New Ashos**

You did a good job for Lawrence Lexington in the main quest, remember? He even jotted down his opinion of you in his notebook: "Useful for cleaning up a mess." Maybe it's time you paid Lexington a visit? Who knows...? You could leave his office with another quest in your pocket...

Lawrence Lexington is a very influential man. People in Erimos go to the Mages' Guild when they have a problem - but in New Ashos, they knock on Lawrence Lexington's door. Several merchants in New Ashos have an urgent problem right now, because there's a marauding band of 'disadvantaged' citizens robbing them and generally making life miserable for these good people.

Unfortunately, Lexington is a very busy man; he can't personally answer every cry for help he gets from the locals. On the other hand, he doesn't want to offend these merchants - it's always a good thing if people like that owe you a favor.

You should talk to the merchant Erdon. He's the one who asked Lexington for help. You'll find him outside the city, behind the marketplace, shaking in his shoes.
Just wait with him there until the racketeers show up.

The gangsters appear almost immediately. It turns out that they're not too eager to discuss things with you, so there's only one course open to you, and that's to put an end to their miserable, disadvantaged lives. It's sad, but it's necessary. The violence seems to have been too much for the trembling merchant. All you can see of him at the moment is his dust trail!

Now go and find Erdon - he'll be relieved to see you! Get your reward from him and head for Lexington's office, where you'll be pleasantly surprised when you get an even bigger reward.

Now you're beginning to think that it's maybe not such a bad idea for the city, having Lexington as its "benefactor".

**REWARD: 6,600 experience points**
**A small amount of auras from Erdon, 3.000 Ausras from Lexington**
**ENABLES QUEST: The Candidate**

## THE CANDIDATE

**QUESTGIVER: Lawrence Lexington [7, map on page 149]**
**Questgiver's location: Lexington's Office in the "Lion" Club & Casino, in the western part of New Ashos**

Thanks to the successful jobs you've already done for him, Lexington seems very willing to turn to you yet again. In the "Lion", Mr. Lexington is prepared to give you another new job.

He tells you he has a delicate situation on his hands: Prescott Cormic, a popular candidate for the mayor's office, is planning to ban gambling in New Ashos as soon as he's elected. That would really hurt Lexington's pocket!

He's tried negotiating with Cormic, bribing him, everything he could think of... but all to no avail. Now Cormic must 'disappear' before the election takes place. Lexington tells you that the would-be mayor is angling on the beach with his whole team. He wants you to get rid of the man as soon as possible.

When you get to the beach, the guards will stop you at the entrance to Bright Beach. If you force your way in there, Cormic will run and you've failed in this quest. The guards seem to be open to a bribe, but when you hand the money over to them, all they do is laugh at you.

OK, you'll have to look for another way on to the beach. Head north and you'll soon find a narrow path [12, map on page 149] between the cliffs. You've probably been here before; if you've been through Lavarius' ritual, then you already met the vagabonds. Go down to the shore and swim out to the small island where Cormic's located [51, map on page 149]. You better save your game now, because the paranoid candidate for mayor will spot you before you even lay a hand on him.

## HUNT

Now you'll have to move fast. Cormic will try to escape over the bridge. You can try to lay a trap for him or simply try to kill him as quickly as you can. When he reaches the center of the bridge, he'll alert his guards. If he does that, you've failed this quest!

If this happens, go back to Lexington and give him the bad news. In the following quest called "**One Last Chance**", you'll have an opportunity to make good your mistake.

On the other hand, if you succeeded in killing Cormic, go back to Lexington and get yourself a hefty reward, plus a nice bonus! The doors of Lexington's summer residence, a luxuriously furnished villa in the northern part of New Ashos are now open for you [14, map on page 149]...

He'll also give you money to play in his casino. Go to the Maitre and ask him to pay it out in cash. Take it and do whatever you want with it...

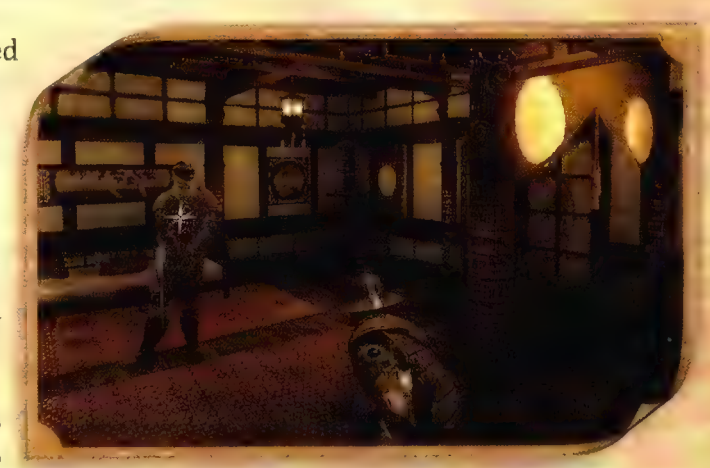
**REWARD: 10,000 Auras credit in the "Lion" and Lexington's summer residence**
**300 experience points and 7,500 auras (if you succeed in killing Cormic right away),**
**150 experience points and 5,000 Auras (if you succeed in killing Cormic later)**

## ONE LAST CHANCE

**QUESTGIVER: Lawrence Lexington [7, map on page 149]**
**Questgiver's location: Lexington's Office in the "Lion" Club & Casino, in New Ashos**

If you didn't succeed in killing Cormic on the beach, hang your head in shame and go back to Lexington to tell him about your failure. He won't be deliriously happy about it, but he will give you a second - and last - chance to get rid of the troublesome candidate for good.

Cormic's house [13, map on page 149] is located beside the marketplace. Go in there and kill the guards. Then go up the stairs and you'll find Cormic in his office. Ignore his panic-stricken attempts to convince you not to kill him.



You'll have to try to make this assassination look like a robbery. If you take a look in the chests in the room, you'll find valuable family heirlooms and a lot more.

In fact, the valuables in these chests look so good that anyone would risk breaking in to steal them, so it will look like a robbery, if some of it goes missing. Take it all!

Don't forget that these valuables are really hot - so get rid of them as soon as you can! The safest place for it all is probably in the sea – and the best location for throwing it into the briny deep is near the landing pier where the boats tie up.

In spite of the delay, Lexington will be grateful and he'll give you a very nice reward (but less than half of what you would have got for killing Cormic right away).

**REWARD: 150 experience points, 25,000 Auras**

## GEORGE'S PROBLEM

**QUESTGIVER: George [7, map on page 149]**
**Questgiver's location: In front of the "Lion", in the western part of New Ashos**

After you had your first conversation with Lexington, you met George the bouncer in front of the Lion. He now tells you that he has a niece called Anette, of whom he's very fond.

However, a rich and unscrupulous Count beat her up so badly that she almost died – and all because she said no to his sexual advances. The Imperial Guard won't lift a hand against this powerful man and George doesn't want to bother Lexington with his private problems, so he's decided to take care of this himself - and you can help him.

If you speak to George about the poison (with which Anette wanted to end her life after the noble almost killed her) he'll give you the bottle.

## A VINTAGE BOTTLE

You can persuade George to let you take this on yourself and revenge his niece in his name. When you reach the house of the Count [8, map on page 149], you'll see the servant who prepares the meals for the noble.

Attack him – but only to scare him away - and put the poison in the Count's wine.

Find a hiding place and watch how Count Lester sits down, drinks his wine and then collapses like a poleaxed steer (you could also attack him as soon as he sits down, but then you'll have to fight the guards).

If the two guards spot you, you can either get out of there or kill them. When you're done, go back to George and tell him the good news.

## THE AVENGER

If you decide not to help George, he'll take on the job himself and go directly to the Count's favorite picnic spot. He'll attack Lester and his men immediately. If you want to help him at this point, you can.

George will be surprised, but he'll accept your offer of help and the two of you can kill the guards first. When you've also ended the life of Count Lester, George will be very grateful.

If you allow George to tackle these people on his own, the guards will overpower him and he'll die.

**REWARD: 1,000 experience points, 4,000 additional experience points plus a small amount of money if you don't help him at first, but then return to fight at his side..**

## PAPER TRAIL

**QUESTGIVER: The Bursar [2, map on page 149]**
**Questgiver's location: The Bursar's Office in the East Wing of Veneficus University**

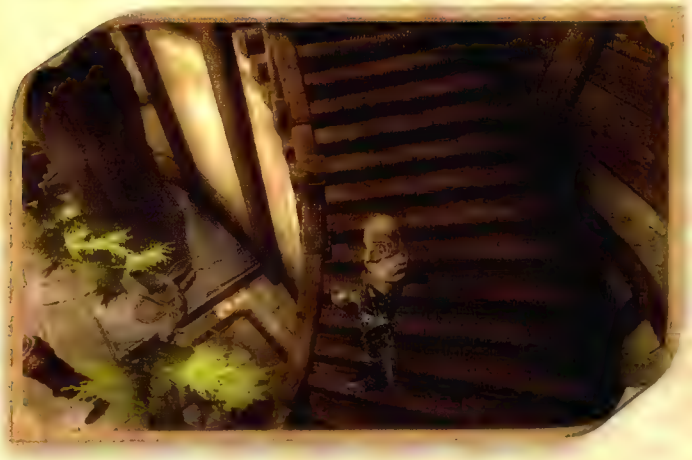
The Bursar of Veneficus University can usually be found in his office, if he's not managing the library or taking care of other duties, all of which make his bureaucratic heart beat faster. When you visit him and start talking to him, he'll tell you that he's being forced to take care of a task which he describes as thankless and maddening.

A gust of wind caught several documents and blew them all over the place a few hours ago - and now he has to rewrite the contents of those pages all over again.

The bursar naturally tried to collect as many of the papers as he could, but 15 pages are still missing - and the wind has probably carried them all over New Ashos.

So it looks like he's going to have a lot of writing to do - unless you can help him.

The documents are strewn all over the halls of the University, on the campus, in the dormitories and even on the streets of New Ashos. When you've found all 15 pages, return to the bursar and present them to him.



You'll get a reward - and a joke from the inventory of his bureaucratic sense of humor.

[please see detailed maps on the next page]

**REWARD: 5,500 experience points and a sum of auras, the amount of which depends on the level of your avatar.**

The wind carried the pages to the following locations:

**In the city:** on the lawn outside Lexington's summer residence, on the grass at the entrance to the University, around the benches at the rear entrance to the University, on the steps of the "King's Court", outside Prescott Cormic's residence, in the hiding place of the stolen merchandise in front of the Mangano family's headquarters, in the corridor leading to the dormitories, on the grass beside the path you took with Steria on the way to Balin's grave, on the high cliffs on the way to Bright Beach and near Count Lester's picnic spot.

**On the University grounds:** in the outside corridors, in the Auditorium Maximum, near the statue of Archchancelor Veneficus in the foyer, in the library and in the rooms of Lisa and Angie in the dormitories.

## A BOOK LIKE NO OTHER

**QUESTGIVER: Timothy [1, map on page 149]**
**Questgiver's location: The Steps at the Statue of the Archchancelor Veneficus, in the great hall of the Veneficus University.**

You'll meet Timothy among the crowd of students in the foyer of the Veneficus University. The young man is studying hard for examinations - but, as you'll soon hear from him, he has a problem and it's driving him to despair.

He tells you that there's a book he's looking for. It's a compendium called "On Ancient Artifacts" - but don't take this job on unless you've completed the "**Blood for a Stone**" quest series, otherwise you'll find nothing.

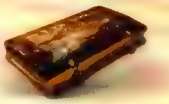
The book is lying beside the window in the upper gallery of the University library. Take it to a delighted Timothy and get your reward. And that - apparently - is the end of the matter.

When you leave the University, you'll meet David [3, map on page 149], who also has a problem, as you'll soon find out.

**REWARD: 5,500 experience points, 100 Auras**

- 1 - Angie
- 2 - Dr. Annaya
- 3 - Professor Rhodeus
- 4 - Timothy
- 5 - Timothy's book
- 6 - The bursar (office)
- 7 - The bursar (library)
- 8 - The bursar (hall)
- 9 - The bursar (lecture)
- 10 - Dr. Lor Fuy
- 11 - Mar Conie
- 12 - Senoir
- 13 - Hai Mer & Apis
- 14 - Senoir
- 15 - Auditorium
- 16 - Rostrum
- 17 - Hai Mer & Apis
- 18 - David (Angie died)

## ONE FOR THE BOOKS



**QUESTGIVER: David [3, map on page 149]**
**Questgiver's location: Main Entrance of the Veneficus University**

David is walking up and down, obviously very perturbed. Talk to him and he'll tell you that people are accusing him of stealing an important book.

It slowly begins to dawn on you that the book he's talking about is probably the same one you got for Timothy - but keep it to yourself.

It looks like the bold Timothy has used you! With pangs of conscience gnawing at you, you tell him you'll help him.

Tricky Tim [4, map on page 149] is sitting on a bench at the merchants' booths in the northern part of the city.

## TRICKY TIMMY

Remember your first conversation with him? He mentioned that he was an expert in teleportation. Confront him with what he's done, but don't let him put his hand in his pocket - just threaten him to get the truth out of him - if you allow the crafty Timothy to grab for his pocket, he'll use his Portaport (a mobile teleport stone he developed himself) - and he'll vanish for good.

Then you can't help David and the quest is a goner.

When Timothy confesses, he tells you where the book is located - he hid it for his customers to find near a rock pile in the woods outside the city. Go and get the book, but avoid any time-consuming fights with the aggressive dwellers of the forest.

David is more than relieved when you give him the book and he'll reward you accordingly.

Timothy, on the other hand, will now have to pass his exams by studying hard for them the usual way - instead of bribing his way through with the money made from selling the book.

**REWARD: 3,000 experience points, 1,000 Auras**

## A PRAYER FOR THE DEAD

**QUESTGIVER: Steria [5, map on page 149]**
**Questgiver's location: The Marketplace in New Ashos**

When you first arrive in New Ashos, you take some time to look around and enjoy the sights and sounds of the city. While you're taking a stroll around the marketplace, a young woman called Steria approaches you.

You learn that Balin (who was Steria's beloved) died recently, but no one is willing to accompany Steria to his grave to speak a short prayer. Even the priests want a hefty contribution for a graveside blessing.

It seems that helping her will be the easiest job you ever had. Accompany the young woman to the grave, which is not at the cemetery as you expected, but in the middle of the meadow in front of the city.

On the way Steria tells you that several other gentlemen have also accompanied her to the grave in the past.

Steria's preparing herself for a really long prayer, so you can leave her alone. It seems that your good deed for the day has been done.
When you turn away from Steria's side, however, you witness a weird transformation - Balin, huge and hungry, is resurrected as an undead monster.

It looks like Steria was keeping a few things back from you, like the nature of Balin's sickness, which was actually a curse. It turned him into one of the undead with a tremendous appetite for human flesh - and the loving and faithful Steria brought Balin live meat on the hoof on a regular basis.

*Kill the resurrected Balin before he kills you!*

Free Balin from his wretched existence (and New Ashos from this dangerous cannibal). When Steria sees her love dead on the ground -finally - she runs away in a wild and emotional panic. Don't follow her, because from now on, you will be the object of all the twisted hatred a human being can possess. Steria is now your deadly enemy...

**REWARD: 5,500 experience points**

## EXCLUSIVE UMBRELLAS

**QUESTGIVER: Plu Via [18, map on page 149]**
**Questgiver's location: New Ashos**

In many ways, New Ashos is a very special city. Its citizens have more unusual businesses and partners than anywhere else in Antaloor. If we look for the reason behind this, perhaps we need look no further than the surplus magic constantly seeping out of the University and affecting the thoughts and behavior of the inhabitants.

It can really get wet here in the jungle. Talk to Plu Via, a lady who sells umbrellas. It seems that there are some people in New Ashos who are jealous of her success, because magic umbrellas have been smuggled into her latest collection - and they're threatening to eat their owners! She thinks the Merchants' Guild is behind it all - and based on what you know about the Guild, you think her guess might be pretty near the mark! Of course you'll help her, so first head for the endangered umbrella owners.

Der momentan gefährdetste Kunde ist Professer Hai Mer. In seinem Haus [19 NA] stoßen Sie auf die ersten drei der lebendig gewordenen Schirme.

The most endangered umbrella customer of all is Professor Hai Mer. You'll find three of the umbrellas in his house [19, map on page 149]... and they've come to life in the form of Leraphen, degenerate creatures from the Swallows.

The second customer is Oro Ave [20, map on page 149], one of the most famous bird breeders in Antaloor. When you get to his house, only his daughter is there. She tells you that her father is at a bird exhibition [21, map on page 149] in the city.

Unfortunately he took the umbrella with him, so you'll have to find him as fast as you can. As you can imagine, several people are in great danger there. When you finally get to the exhibition, you can see that the Leraph has already had a ball with the prize birds... kill the monster and free the scared guests from the adjoining room.

The birds themselves are worth nothing now, but help yourself to their feathers. Tell Ave what's been happening and then get back to Plu Via's aptly-named business, Umbrella Heaven.

You'll find her hiding behind the counter - she tries to explain that she found the living umbrella just too beautiful to kill, until it tried to bite off her arms and her legs and now she's scared witless. When you've killed this last Leraph, you can collect your well-earned reward from a very relieved Plu Via.

**REWARD: 5,500 experience points, 3,000 Auras**

## NEW HOUSE IN ASHOS

**QUESTGIVER: Yao [24, map on page 149]**
**Questgiver's location: Market place in New Ashos**

You'll get the chance to get a house in New Ashos, as you did in Hatmandor. Speak to the shady Yao, whom you'll find hanging around the city center.

He seems to want to sell you the house as soon as possible, because as soon as you've given him the money, he wishes you all the best and heads for pastures new as fast as he can go!

Suspicious, you go into your new house [25, map on page 149] and find the ex-owners of the house murdered. No one even took the trouble to dispose of the corpses!

You decide not to frequent your new house too often – better safe than sorry...

**REWARD: Well, you got a house... kind of, anyway...**

## THE RESTLESS SPIRIT

**QUESTGIVER: Vor [32, map on page 149]**
**Questgiver's location: The "Kings Court" in New Ashos**

While exploring around New Ashos, you'll probably go into the inn – and you'll find that nearly all the inhabitants are as drunk as skunks. The beer has made Vor, one of the customers, 'rubber-legged' – but in spite of his drunken condition, he's also very unfriendly.

Just ignore him and carry on with what you're doing. If you can see, you'll receive a vision near the old town of Ashos – a sober Vor is arguing with a girl who later commits suicide.

Back to reality and vision-free, go to the cemetery [11, map on page 149]where you'll find her grave. Now you know your vision once again really showed what happened in the past – so go back to the inn and drink a beer with Vor.

He seems to be in a despairing mood (if you haven't bought a beer yet, he'll send you downstairs to get beer from the innkeeper).

The golden liquid will loosen his tongue and you can finally persuade him to accompany you to Alicia's grave. At the cemetery, you'll find a restless spirit, one that cannot leave this dimension.

Alicia's father possesses an object which meant the world to her; it's a necklace which Vor gave to her as a gift in happier days.

You feel you want to help this couple, and you declare your willingness to speak with the father (apparently Vor was killed where he stood by the bitter and angry father whom you're going to visit).

You finally persuade the grumpy old man [33, map on page 149] to give you the necklace.

Alicia's restless spirit can at last find peace - and Vor will show his gratitude aurally (that means with auras).

**REWARD: 5,000 experience points, 1,000 Auras**

## EVIL INFLUENCE

**QUESTGIVER: Mar Conie [27, map on page 149]**
**Questgiver's location: Benches near the entrance to the Veneficus University, New Ashos**

You've decided to help the inventive spirit Mar Conie to negate the negative effects of his latest invention. In every class in the University, there are students who use his invention – and they're suffering terribly from depression.

One of his "victims", a girl called Ion Ran, is sitting on a bench near the entrance to the University. Fortunately she's not alone; a friend, Zas Tar, is sitting beside her - and when you ask him what's wrong he tells you he's very worried about her depression.

You notice that the girl is wearing a strange earring - apparently the negative psychic waves of the monster have had an effect here too - and it all has to do with Mar Conie's invention.

Try to persuade Ion Ran to part with her earring. As soon as she takes it off, she feels much better and Zas Tar is absolutely delighted with this positive development.

**REWARD: 6,100 experience points**

## DEAD LOVER

**QUESTGIVER: Sol Pan [23, map on page 149]**
**Questgiver's location: Sol Pan's house in New Ashos**

It's been 10 years now since a terrible event occurred on the island of Eollas – and it caused the total destruction of the old city of Ashos and the old University. Countless innocent people lost their lives and the fortunate survivors still have nightmares about it 10 years later.

You meet the extremely sad Sol Pan on a terrace. During the conversation with her, she tells you that her beloved Dir Tal was supposed to have lost his life in the enormous explosion, but someone just found his corpse at one of the rivers - and it's only been dead for a few days.

Long-buried feelings have been awakened again - and she begs you to take the bracelet from his arm and bring it to her - in happier days, it was her love gift to Dir Tal.

Faced with this sad lady and a request like that, what can you say? Head for the river Sol Pan told you about. You'll soon find Dir Tal's corpse - and the body of a Gargoyle. STOP!! Before you touch anything at all, make sure you have some healing potions with you!

Why, you ask? Touch Dir Tal's corpse and see what happens - huge creatures are invoked and they attack you immediately. Send the creatures back to where they came from and return to New Ashos (here's a tip for you - try to fight these creatures one by one, by luring individuals away. Their combined attack will pulverize you - and it's very painful. If they come at you from all sides, you'll find it almost impossible to get up and fight – and that is goodbye!).

Sol Pan now has to accept the death of her beloved. Her love had become a Scavenger - one of the dark beings that search for treasures and knowledge in the Swallows. At least she knows now what has happened to him... she gratefully gives you a ring and goes home.

By the way, if you visit her again, she'll give you another task.

**REWARD: 5,000 experience points, 1,000 Auras**
**ENABLES QUEST: A typical girlfriend, Unmet needs**

## BETRAYAL

**QUESTGIVER: Sol Pan [23, map on page 149]**
**Questgiver's location: Sol Pan's house in New Ashos**

In her proclaimed love for the dead man, Sol Pan isn't quite as innocent as she seems. It turns out that Dir Tal was a Mage who forced her to swear an oath of faithfulness - binding until death.

If you go to her house and look around, you'll find a diary in which you can read about what happened at the time. She should have hated Dir Tal, because he cast a protective spell around her (in her case it had the same effects as a curse) and left her alone in New Ashos - although he was still alive for all these years, practising his Scavenger arts.

All the lovers and friends she had were murdered by the protective spell's cruel spirits. When Sol Pan met a new friend, or took a new lover, she wasn't even aware that Dir Tal was still alive at the time - but because he was alive, the protective spell worked its deadly magic on the unfortunate men. The victims of the spell haunt this world as spirits, mournfully crying the name of Sol Pan.

She asks you to help these lost souls and you're more than willing to do it, because reading that diary has really aroused your curiosity.

## A TYPICAL GIRLFRIEND

You'll find the first spirit in New Ashos. He's called Li Lith [30, map on page 149] and he misses Sol Pan badly.

If you choose your words carefully when you speak to him, he'll understand and happily leave this world for the next.

**REWARD: 6,100 experience points**

## HORNY QUARTET

You'll find four male ex-friends of hers near the river (you read about them in the diary as well) [27, map on page 148].

There's something peculiar here, however - they seem to hate Sol Pan, and after only a short dialog, all four attack you viciously. Give them what they need - a chance to express their anger - and then send them into the next dimension.

You remember a part in her diary where she wrote that she wanted to look for a new friend who maybe wasn't human, because she had no objection to having a friend of another race.

**REWARD: 6,400 experience points**

## UNMET NEEDS

The last spirit is to the north of New Ashos [26, map on page 148]. He's a creature called Trow and you'll find him in miserable surroundings in a kind of hiding place.

He's a being who escaped from the Swallows and he can speak and understand the human language, but just a little. Take this opportunity to talk to this remarkable creature.

You'll find the conversation interesting. You would like to know what's keeping him in this world, but you can't understand much of what he's saying.

Nevertheless, this Trow is a remarkable entity, who possesses an extraordinary skill - he can invoke cows and hens. Sol Pan caused his death, so you should try to help him.
There are two possible ways of doing this - tell him that it was you who killed him, and send him directly into the next life.

Alternatively, you can promise to find him a better place to live. There is a deaf mute in the area, called Lon San [17, map on page 148]. This person can hardly understand what you're trying to say, but you persuade the mute to let Trow live in the roomy barn.
Tell Trow the good news about his new home and visit the two of them, just to make sure that they're both happy with the arrangement. Your efforts will be rewarded with lots of experience points.

When you return to Sol Pan, you'll receive the pendant of a woman who is now at last free to do what she wants and to love anyone she wants.

She tries to flirt with you but you politely decline – better safe than sorry!

**REWARD: 6,400 experience points, Sol Pans pendant**

## EXPELLED MAGE

**QUESTGIVER: Tai Lin [1 map on page 148]**
**Questgiver's location: The Square in front of Veneficus University**

The New Ashos University is famed all over Antaloor, so you're likely to meet many young adepts of the magic arts on your walks through the city. Most of them are very talented, but others are... well... you'd have to say average. Tai Lin belonged to that latter group by the way – that's past tense, because the powers-that-be expelled him. You'll get to know him better during this next series of quests.

Speak to Tai Lin on the small square at the entrance gate to the University.

He's worried about his mother, who is apparently being threatened by a horde of horrible monsters in her own house and garden – and that's a homemade accident in the truest sense of the word, because she keeps wild creatures in her garden to discourage alchemy students from stealing her plants.

Your automatic map marking [41, map on page 148] will eventually lead you to a property outside the city walls in the southwestern part of New Ashos. The entrance is closed, but standing outside is a certain Shui Bian [17, map on page 149]. He's a shady trickster, who seems to be making money out of the misfortune of Tai Lin's old mother, because adventurers like yourself have to pay to get into the garden and attack and kill as many monsters as possible within a certain time frame.

By the way, the reward is 2,000 auras for beating the clock, and you have no choice; you have to take this on. Pay Shui Bian his 10 auras starting fee and enter the property.

The gate will shut behind you – and there are 6 Tailers in there.

Try to kill all the Tailers within the time limit. If you don't succeed, you'll still have to kill the remaining Tailers just to get out of the garden. Shui Bian won't even think of opening the gate after your time's up and the corpses of Mages are strewn all over the garden, so it's plain to see that this guy is responsible for their deaths.

As soon as the gate can be opened, speak to Mr. Shui Bian. He'll now open the door to the house, even if you didn't kill the Tailers within the time limit.

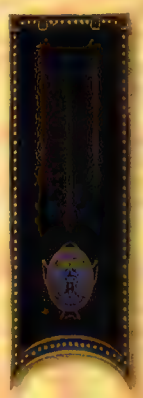
You have to do without the promised prize money, but when you're dealing with someone like Shui Ban, something like that is only to be expected. Before you go into the house, look for loot on the corpses of the Mages - you never know what you might find.

In the house, head right down into the cellar, where you'll find more Tailers waiting for you. Continue in this direction, and you'll find the earthly remains of the poor old mother. Don't forget to rummage in the chests for valuables.

When you're done, you can give Tai Lin the bad news about his mother. The failed magic adept isn't where you left him the last time, but you'll find him at his house at the western edge of New Ashos. Strangely enough, the death of his mother doesn't seem to affect him too much. Follow him into his house to find out why - and to continue with this series of quests.

**REWARD: 5,500 experience points, Magic Enhancing Gauntlets**
**ENABLES QUEST: Obsession**

## OBSESSION



**QUESTGIVER: Tai Lin [41 map on page 148]**
**Questgiver's location: Tai Lin's house**

Now that you've made the acquaintance of the charlatan Shui Bian and discovered the corpse of Tai Lin's mother, you're beginning to realize that this expelled student seems to be more worried about something else than about the death of his mother. To get to the bottom of this, visit Tai Lin in his house and talk to him privately.

Before you start on this quest, you must already have completed the quest called "**Expelled Mage**". OK - go in to the house of the ex-adept. You'll be confronted by a gigantic collection of hourglasses.

Tail Lin tells you that these are not just your run-of-the-mill clocks. His father used to collect them and they're very special, because each hourglass represents one specific person - and it will stop functioning just before that person's heart stops beating.

This means that Tai Lin can more or less foretell when somebody's going to die, but it only works in certain cases - and he himself doesn't even fully understand this extraordinary talent.

After this first conversation, follow Tai Lin into the next room, where you'll see a huge hourglass.

Tai Lin tells you that this is a 'death clock', attuned to Kaineth, the most powerful Mage in New Ashos.

Tai Lin seems to like Kaineth a lot and he wants to warn him about what's going to happen - but Tai Lin has been expelled, and he's not allowed onto the University grounds. So he asks you to take a scroll with the warning written on it to Hai, Kaineth's assistant.

When you leave the house, you can use your teleport stone to get into the city. Then you only have a short distance to walk in the direction of the market booths, where you'll overhear a conversation between Hai (the lady you're looking for) and Chen from the University library.

Apparently Professor Kaineth is missing a scroll and Hai, who's being blamed for the loss, is absolutely distraught.

Talk to her and give her the forged scroll with the warning on it - she'll be very grateful. This way, Tai Lin's scroll will get to Kaineth and job done.

Return to Tai Lin's house and report your success to him.

**REWARD: 5,800 experience points**
**ENABLES QUEST: Death Clock**

*Place a personal teleport platform in front of Tai Lin's house. This will shorten your return journey.*

## DEATH CLOCK

**QUESTGIVER: Tai Lin [41 map on page 148]**
**Questgiver's location: Tai Lin's house**

In the second part of the quest series, you successfully delivered Tai Lin's warning to Professor Kaineth. Now it's time to reveal the secret behind the mysterious death clocks - and Tai Lin's true intentions in the subsequent quest.

Before you can start in on this one, you must have already solved the two previous quests called "**Expelled Mage**" and "**Obsession**".

When you've successfully handed over the scroll to Kaineth's assistant Hai, "Death Clock" will start the second you speak to Tai Lin, so be prepared!

To take on this quest, you'll not only need the right equipment, you'll also have to get your mind ready for it, because Tai Lin is about to prophesy your death! This 'death prophet' is really starting to look and sound suspicious to you - he tells you you've only got seconds to live of a life that you've really been enjoying! Tai Lin gets out of there so fast you hardly see him move, your clock starts ticking and a horde of skeletons appears, seemingly intent on making the prophesy come true!

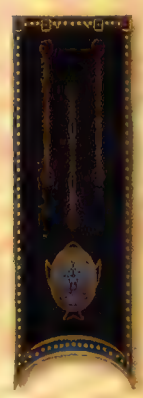
Prophesy or no prophesy, you soon become aware that time's marching on and your avatar still feels great! It seems that there's not much truth behind this whole story about death clocks and Tai Lin the prophet of death!

Destroy the boneshakers and corner Tai Lin in his hiding place in the cellar. During the following conversation, it becomes clear to you that Tai Lin's gone crazy – he just couldn't accept that he had been expelled from the world of magic – it's unhinged him and now he believes he has power over life and death.

Even his own mother became a victim of his delusions. Happily, you have much more prophetic talent than he does, because you can now prophesy that Tai Lin's own death clock has almost stopped ticking! The subsequent fight shouldn't be a problem for you, because Tai Lin can only use his magic wand as a close combat weapon - his magic skills were taken from him when he was expelled from the University. When he's dead, don't forget to search his corpse - what you find will help compensate for the reward you're not going to get for this quest.

**REWARD: 6,100 experience points, 500 Auras**
**Life (magic card), Essence of Fire, Fake Tai Lin's magic staff**

## TELEPATHIC SENDER



**QUESTGIVER: Mar Conie [42 map on page 148]**
**Questgiver's location: Veneficus University**

Veneficus University is a vibrant place - many students and professors here live and work here. Each one of them has his or own personal problems, hopes, desires and of course – in the case of the students – worry about examination grades – and some of these people might need your help!

As a hero in gleaming armor with a charitable disposition - or as an egotistical macho-bully, whose only love is loot – the best way to find a potential quest or two is to walk through the University and its grounds, keeping your eyes and your ears open. One of these quests involves the difficult situation of the student Mar Conie - a situation which he can only resolve with your help.

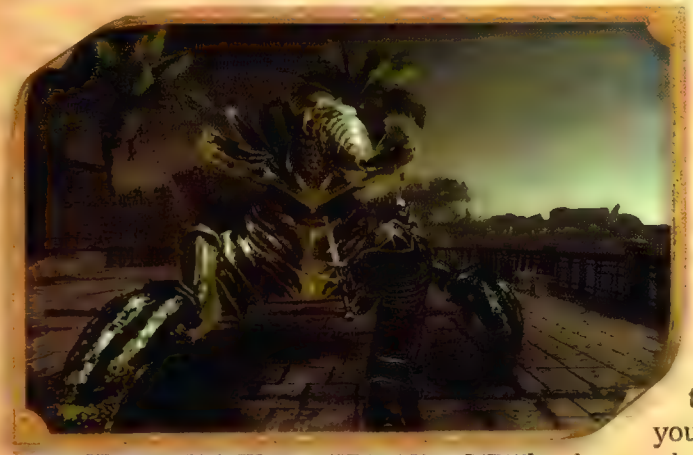
Enter the Veneficus University and take the stairs leading downwards. Now turn right and then left to the end of the corridor.

Here you'll witness Dr. Lor Fuy telling a student called Mar Conie that he's being placed under house arrest.

- 1 - Angie
- 2 - Dr. Annaya
- 3 - Professor Rhodeus
- 4 - Timothy
- 5 - Timothy's book
- 6 - The bursar (office)
- 7 - The bursar (library)
- 8 - The bursar (hall)
- 9 - The bursar (lecture)
- 10 - Dr. Lor Fuy
- 11 - Mar Conie
- 12 - Senoir
- 13 - Hai Mer & Apis
- 14 - Senoir
- 15 - Auditorium
- 16 - Lectern
- 17 - Hai Mer & Apis
- 18 - David (Angie died)

Wait until the good doctor has gone, and pick the lock to the room in which the student is imprisoned. Go in there and ask Mar Conie just why he's being punished like this.

He tells you that he's invented an earring that enables the wearer to communicate telepathically with other persons. A creature bought from the Scavengers serves as a natural transmitter. This would normally be a great invention, but there's a snag - each one of his student customers seems to fall under a cloud of depression when he or she uses the earring. The authorities found about it and now Mar Conie is under house arrest until the matter can be cleared up.



Now it's time to find the transmitter creature. If you leave the University by the front entrance, you'll get chance at another quest called "Evil Influence", in which you'll get the chance to help Ion Ran, one of the students now suffering from depression. Complete "**Evil Influence**" while you're still on the current quest... you can do it!

Head west when you leave the city and follow the path in a northerly direction. The route on your map will lead you to a gate, behind which is a cellar crawling with Necris. Be careful - they're tough!

At the end of the cellar is a door which will take you into the main part of the house. You'll find even more Necris here, and on the right is a very interesting chest - its contents might just interest you.

Go through the door and onto the terrace of the house, where you'll encounter the huge transmitter creature. This monster is kind of slow-moving, so try to kill it using fast close-combat moves or long-distance attacks.

When its transmission days are finally over, go and tell Mar Conie the good news. His house arrest has meanwhile been lifted and you'll now find him [27, map on page 149] in the University Garden (turn sharp left after the main gate).

**REWARD: 6,700 experience points**
**14 reputation points with the Mages' Guild, Mar Conie's earring**

## SCIENCE CAREER

**QUESTGIVER: Senoir [14, map on page 170]**
**Questgiver's location: Library of the Veneficus University**

The world famous Veneficus University of New Ashos is a place of science and magic. Despite their more theoretical focus, occasionally at the university they do offer an opportunity for adventurers, who swing their sword rather than a quill.

The secular knowledge in the field of field research - which of course you are an expert in - is quite in demand among students and professors. This quest gives you the chance to share your knowledge with the research world!

Set out at the end of the stairs within the university to the left and then go to the end of the corridor to the library. There on your left you will meet Senoir, student and son of a luminary professor.

The chairman of the MCE (Magical Creature Enthusiasts) is looking for a speaker with practical experience in not so friendly handling of magical creatures. This is where you come in!

To shake up the world of lecture at the university a little, you must first find out about the mysterious creatures that live in a hidden valley.

Only an underground passage leads to the valley, you'll find the entrance in the north-west of the immediate surrounding areas of New Ashos. Some Serpents lurk inside the passage, which represent only a small taste of your sought research object, which is a larger group of Werebeasts that populates the valley.

You should study them, as well as their life and in particular their dying. Proceed carefully, because you'll quickly be surrounded by all the Werebeasts if you move into the valley too briskly.

It is better to kill one Werebeast after another. Rangers or Mages should go to one of the rock platforms to fight the defensive beasts from a safe distance.

Once all the Werebeasts have left their lives in the service of research, you can return to the university. This time take a right after the stairs towards the auditorium instead of the library.

Senoir will be waiting impatiently for you already. Follow him into the hall and proceed to the speaker's podium.

"Use" the panel to start your presentation. Afterwards, talk to Senoir again, who will be too willing to give you your reward in the face of the enthusiastic reactions from the audience.

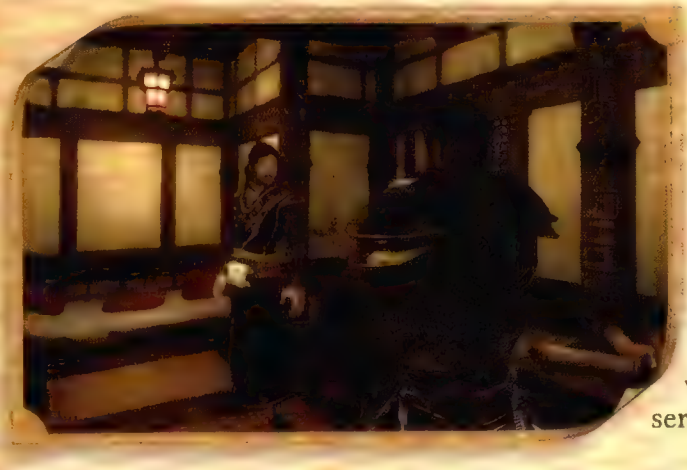
**REWARD: 6,100 experience points, 13 reputation points with the Mages Guild spell card "Damage", spell card "Protect", spell card "Enchantment", spell card "Time"**
**ENABLES QUEST: Science Grant**

## SCIENCE GRANT

**QUESTGIVER: Senoir / Professor Apis [13, 14 map on page 170]**
**Questgiver's location: Lecture Hall of the Veneficus University**

If you become popular at the Mages Guild in Hatmandor, your reputation will run ahead of you in New Ashos and Senoir will invite you willingly as a guest speaker in his work group Magical Creature Enthusiasts (MCE).

That is only the beginning of an unprecedented scientific career! After your excellent presentation, the academic world has grown clairaudient and is waving with rich research funds...



First, solve the quest "**Science Career**".

When you leave the lecture hall after your speech and the subsequent dialogue with Senoir, two professors will be waiting there for you, with whom you have previously made brief acquaintance: Apis and Hai Mer.

The two are quite impressed with your academic performance and Apis even proposes university resources to carry out further orders to serve research.

All other details are available in Apis' office in the offices of the College.

Leave the university by the front entrance and take the left staircase in the direction of the College. Inside, the first door on the left will take you right in Apis' office.

In the following dialog, the professor tells you about his passion for bee research. In experiments with modified insect pheromones, however, it has come to an undesirable side effect: Gigantic wasps, which have turned over completely due to the pheromones and have made the area with the hives inaccessible.

Here your experience in dealing with the Werebeasts from the hidden valley comes into the game, a type of field research that obviously impressed Apis. He instructs you to proceed in the same way with the monster wasps. As a reward, after all, 2,000 Auras from university funds are waving.

Go from New Ashos towards the north and turn left the after the abandoned camp or use the teleport "Maggie's Cay" in order to reach the hives [16, map on page 148].

Inside you will find a whole swarm of vespines. Clip their wings preferably with an array of areal attacks.

Clean out the entire hive, and then make your way back to Apis in the offices of the College.

The professor does not seem entirely satisfied with the scientific nature of your work and therefore pays you only 500 Auras from the research pot.

*Search thoroughly all of the hives, since in one of the wooden structures there is a special hat that belongs to the professor, which he wore during his work with the buzzing honey donors.*

**REWARD: 6,700 experience points, 500 Auras**
**15 reputation points with the Mages Guild**

## BROTHERS CHEST

**QUESTGIVER: Des Mon[8, map on page 148]**
**Questgiver's location: Next to bulletin board in New Ashos**

The magicians from New Ashos assign, along with their outlawed colleagues from Hatmandor, orders to people in need, who have turned to the guild: Mercenaries and adventurers. The powerful Mages Guild handles minor problems itself - and yet there are some quests that require special skills. YOUR abilities!

Look on the bulletin board in New Ashos for the order "***Brother's Chest***" and read it to start the quest.

It seems that you have been invited to have your share in a last round of "hide the box" - a game with magic chests, which two brothers invented 10 years ago. The disaster, which led to the emergence of the Swallows, had abruptly ended the game and the brothers torn apart forever.

Now it is up to you to bring the tragic story to a conciliatory end. Find the client's favorite enchanted vase, and lay it down at the site of the disaster to the memory of his deceased brother.

Navigate to the location [5, map on page 190] marked on your map. There you will encounter many chests.

The vase sought is in the second chest from the left. Be prepared, however, that your touch on the chest triggers an old magic ward, which makes monsters appear behind your back.

After you have given the beasts short shrift and picked up the vase, you only need to get the good piece back into the chest at the Scavengers' camp. Once you have placed the vase in the chest, you can go back to Des Mon in order to collect your reward.

*It is also worth to have a look in the other chests. In their "hide the box" game, the two brothers got a kick out of hiding valuable possessions of each other in the chests. However, remember that each opening of a chest implores new monsters!*

**REWARD: 6,100 experience points, 200 Auras, Evil Twins**
**9 reputation points with the Mages Guild, spell card "Power", spell card "Damage"**
**ENABLES QUEST: Bone Wand**

## BONE WAND

**QUESTGIVER: Des Mon[8, map on page 148]**
**Questgiver's location: Next to bulletin board in New Ashos**

New Ashos. A city that is controlled by the Mages Guild and its incessant search for ever more powerful spells and wands. It also offers many opportunities for adventurous heroes like you!

It seems that the imagination of some magicians knows no limit in the development of new wands...

First solve the quest "**Brother's Chest**" in order to unlock the following "***Bone Wand***". Again a quest that you will find on the bulletin board of Des Mon. Read the order to activate the quest.

Adjourn to the place marked on the map and then get ready to fight hard!

So pack enough healing potions in your hero backpack and arm yourself to the teeth, because you will face the most fearsome mortifiers.

Kill all Mortifiers within the map marker, leaving the remains simply where they drop. Your client will pick up the bones to produce his unique wands from them.

Then return to Des Mon, to take your well-earned reward from the chest.

**REWARD: 6,400 experience points, 200 Auras, Mortifier Spine Stave, Essence of Water**
**6 reputation points with the Mages Guild, spell card "Time", 2 small Mana potions**

## GARDENING

**QUESTGIVER: Des Mon[8, map on page 148]**
**Questgiver's location: Next to bulletin board in New Ashos**

You'll find a broad range of tasks on the bulletin board. Some of them are simple, requiring only pure muscle power. The quest called "**Gardening**" belongs to that category. You're supposed to get rid of a plague of insects which has taken over a clearing.

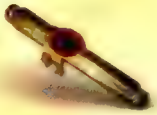
They seem to be attracted by the Mountain Breed growing there. The contractor (that's the questgiver) believes that the insects have a kind of symbiotic relationship with the plants. He's writing a new book on gardening and will pay anyone who can get rid of the insects from the clearing.

Take the contract "***Gardening***" from the bulletin board and read it to activate the quest.

Go to the clearing – it's marked on your map. Prepare well for this upcoming fight, because your opponents belong to the species called Mantis...

When you've killed them, go back to the bulletin board. Tell Des Mon about your success and he'll inform you that the reward items are already in the chest.

*One of your rewards is something special; it's a book called "Gardening" written by your questgiver. Don't forget to read it, because it will expand your knowledge and give you the opportunity of investing an additional talent point in your skills.*



**REWARD: 5,500 experience points, 500 Auras, 2 small healing potions**
**7 reputation points with the Merchants' Guild, 2 small mana potions**
**ENABLES QUEST: The Gargoyless**

## THE GARGOYLESS

**QUESTGIVER: Des Mon[8, map on page 148]**
**Questgiver's location: Next to bulletin board in New Ashos**

Some of the citizens in New Ashos have very strange interests and bizarre preferences. During your extensive travels, you'll have the opportunity to get to know a few of these whims of fancy.

For example, there's a man whose daughter kept a real gargoyle as a house pet! While she was out walking in the jungle with the beast, she was unfortunately attacked by a horde of Vidons. The girl was able to save herself, but the gargoyle was killed and dragged away to a cave where it was probably eaten by the Vidons.

The angry father is now prepared to pay you to kill the Vidons.

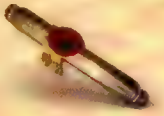
Take a look on the New Ashos bulletin board - there's a quest on it called "***The Gargoyless***". Read it to activate the quest.

Follow the route marked on your map [34, map on page 148] and go to the cave where the Vidons have holed up. Make sure you're well equipped for this job first!

Enter the cave and start killing. While you're fighting, keep an eye on your avatar's vital signs - Vidons are dangerous close-combat fighters and they're also supported by Mages positioned behind them. Target the magic Vidons first.

In the biggest cavern, you'll find the main body of your opponents waiting for you - and the corpse of the dead gargoyle. Stay alert, kill them all and don't forget to plunder the corpses!

When the tribe of Vidons is history, go back to Des Mon and tell him all about your heroic deed. As usual, you'll be told that your well-earned reward is in the chest.



**REWARD: 5,800 experience points, 500 Auras, 3 small healing potions**
**9 reputation points with the Merchants' Guild, 6 coconuts, a gargoyle aileron**
**ENABLES QUEST: Pleasure of Treasure**

## PLEASURE OF TREASURE

**QUESTGIVER: Des Mon[8, map on page 148]**
**Questgiver's location: Next to bulletin board in New Ashos**

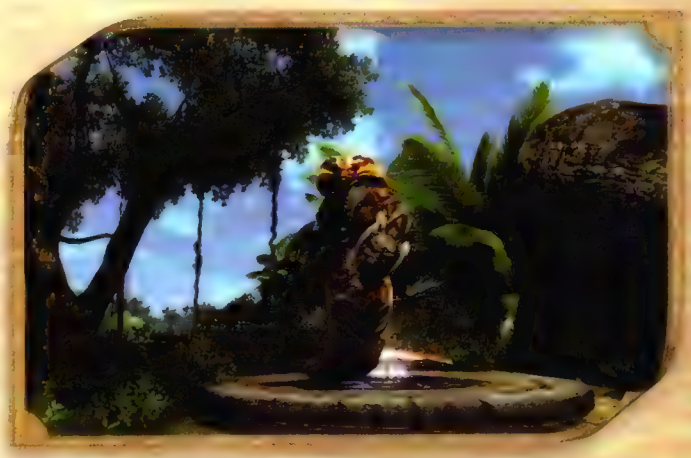
If you decide to take up a career in the Merchants' Guild, you'll get the chance to take on some important quests early in your career. One of these is based on an old legend which says that the heart of the jungle conceals a place of wisdom and riches. During the quest, you'll find out that the entrance to the place where these treasures are supposed to be hidden was actually found years ago - but no one has ever succeeded in opening the doors.

The members of the Merchants' Guild believe that the site is protected by powerful beings - so they need someone who is strong enough to take these beings on. If you can find a way to open the doors to the treasures, the merchants will pay you well for your services.

Take the "***Pleasure of Treasure***" contract from the bulletin board and read it to activate the quest.

Once again, follow the route marked on your map to find this legendary location. You'll have to prepare yourself for a real battle royal here, because you're going to encounter some serpents which are guarding the site. Kill them and plunder the corpses. You should find a flute and a special piece of music, both of which you'll need to get in.

Enter the place where the treasures are supposed to be and stand near the door. Take the flute and the piece of music and try to play the notes on the sheet.



When you're done, the door will suddenly open. Explore the tunnel. You'll soon encounter another guardian - kill it too and search its corpse for a drum and another piece of music. Carry on down the tunnel until you come to the next door.

Play the new piece of music on the drum and the door will open once again when you've finished.

Go through the open door and explore the lower levels. You won't get far before you meet the next guardian. Kill it - and now you're on the way to wisdom and riches!

When you've killed this guardian, take its harp and the third piece of music from its corpse. Stand in front of the last door and play your heart out! After a while, this door will open and you'll enter a library. This is the place of wisdom, one which holds true riches.

Leave the library and report back to Des Mon. Then take your reward out of the chest.

**REWARD: 6,100 experience points, 3.000 Auras,**
**18 reputation points with the Merchants' Guild**
**ENABLES QUEST: Emotional Luggage**

## EMOTIONAL LUGGAGE

**QUESTGIVER: Des Mon[8, map on page 148]**
**Questgiver's location: Next to bulletin board in New Ashos**

The life of a merchant can be hard and fraught with danger. One of these fine gentlemen has been attacked and robbed while he was on a trip to the Swallows to acquire new customers. He wanted to see if any of the Scavengers were interested in buying his fine hats.

Later, of course, he realized that it was one of the worst ideas he'd ever had in his life - he was beaten up, robbed, left to die and even his hats were taken by the monsters. So it's only natural that he went to the Guild and asked for help - and now it's up to you to get his hats back and wreak terrible revenge on the robbers.

Take the "***Emotional Luggage***" contract from the bulletin board and read it to activate the quest. Then go to the place marked on your map.

One of the beasts who attacked the merchant was seen at this location. Find it, kill it and open up its corpse. You'll find one of the missing hats in its stomach.

The location of the next monster will appear on your map.

Give it a taste of your cold steel and add the second hat to the collection in your inventory. Do the same with the third monster and the third hat.

Go to the Scavengers' camp and put the three hats into the chest belonging to the questgiver.

Then go back to Des Mon and collect your well-earned reward from the chest.

**REWARD: 6,100 experience points, 700 Auras, 4 small healing potions**
**9 reputation points with the Merchants' Guild, 6 rolls of fabric, handcrafted Surcoat**
**ENABLES QUEST: Father's Workshop**

## FATHER'S WORKSHOP

**QUESTGIVER: Des Mon[8, map on page 148]**
**Questgiver's location: Next to bulletin board in New Ashos**

The catastrophe of New Ashos changed everything on Eollas - the environment, the animals and the lives of the human beings. Many of the inhabitants lost friends, loved ones and children.

One man, however, can't accept this and he's desperate to follow in the footsteps of his father, who was the manufacturer of the best incense in all of New Ashos.

Then came the huge explosion of magic and the eastern part of the island where his father's workshop stood was totally destroyed.

10 years have now passed and the man has decided to rebuild the destroyed workshop, if he can first get rid of some undesirable guests which now call the ruined property home - they're multiplying all over the place and the man really needs someone to kill the monsters from the inside of the building and the land around it.

Take the "***Father's Workshop***" contract from the bulletin board and read it to activate the quest. Read your map to see how to get to the site of your next battle.

When you reach the old workshop, make sure that none of the monsters outside manage to escape. Then turn your gory attentions to the interior of the workshop.

Go through the ruins with a fine tooth comb and be absolutely certain that not one single monster remains alive.

When you've killed them all, report back to Des Mon - he has already put your reward in the chest.

**REWARD: 6,700 experience points, 1,000 Auras,**
**9 reputation points with the Merchants' Guild, 2 small healing potions**
**1 oculus, 1skill potion, 2 jars of paint, Arrows of Triper Ribs**

***You'll find more Merchants' Guild quests from Page 197 in the Swallows.***

## THE ASHOS TEA PARTY

**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: The Center of New Ashos**

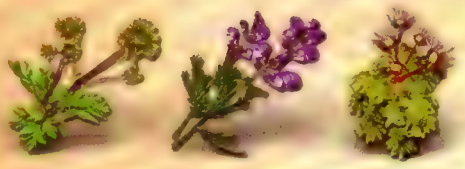
The Necromancers' Guild also has a hard time of it on Eollas. Their contracts are hung up on the bulletin board disguised as normal tasks.

You - being the good citizen that you are - will take on any kind of quest - but the Necromancers' jobs always seem to involve just that little bit extra spice and enjoyment...

This time it looks like you're off to pick some flowers! Your map will point out the exact location of the especially rare plants - after all, you don't just want to pick up just any old Aconite [43, map on page 148], Angelica [44, map on page 148] or Arborusia [45, map on page 148] plants you happen to find on your way, do you?

As so often happens, the cemetery is once again being used for purposes other than those for which it was built - but since you weren't invited to the party, don't worry too much about it...

Put the herbs into the grave (hopefully the right one!) and pay a short call on Des Mon, before you start on your other urgent tasks.



**REWARD: 5,800 experience points, 200 Auras, a small healing potion a small mana potion, Polluter Gloves, Corpse (magic card) 8 reputation points with the Necromancers' Guild**
**ENABLES QUEST: Brain Collage**

## BRAIN COLLAGE

**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: The Center of New Ashos**

A true necromancer will sometimes carry out certain study projects - let's face it, in times of need it's often quite useful to know how to reanimate something that you've killed and this new job might give you a chance to do just that.

Remember the "**Palm Grove**" quest, where you just slaughtered the Scapularis living there? Well, this time you'll probably show a little more, uh, let's say... interest?

The house is to the north of New Ashos (yeah, we know that you know it's on your map).

In the cave [35, map on page 148] which you already know, the Scapularis have matured, reached their full intelligence level and are just asking to be reaped.

Naturally they were bred in their preferred element, which is water. So use the lever behind the screen (in the above-mentioned house) to lower the water level in the cave and make your way there.

Kill anything and everything that moves in that cave. Don't forget to collect their brains - the breeder will want to have something to show for all his work.

Put nine of the Scapularis brains into the chest in front of the house (you can keep the rest for your own research) and go to Des Mon to collect your reward..

**REWARD: 6,400 experience points, 200 Auras**
**10 reputation points with the Necromancers' Guild, Ring of the Bleak Brain**
**Life (magic card), Decay (magic card)**
**ENABLES QUESTS: Grimoire of Elah**

## GRIMOIRE OF ELAH

**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: The Center of New Ashos**

Anything is possible in New Ashos. After all, a magic experiment destroyed half of the island, so is it any wonder that you can see things here that you wouldn't see anywhere else?

Go to the University and look for the stolen book in one of the rooms. You'll find it in a small, locked closet. Now read the book to find out what you should do next...

What? There's nothing in the book?

Disappointed, you shut the book - only to find you've lost a lot of life energy. Your heart starts to beat faster because of the blood you've just lost. Now open the book again.
There are now words in there, written in your blood. The book tells you to go to the northern region of Eollas.

The location it sends you to is a nice house with a teleporter in the garden [39, map on page 148].

Search the house and take anything you can find - in the last room in the cellar, the book lets you know it wants to be read again.

You soon understand why it wants to be read - when you reopen it you free Elah, who was a prisoner in the book. Fight this ungrateful creature who wants to end your life.

When you've killed him, search his corpse for loot, because this time there will be no reward from Des Mon if you kill your questgiver.

**REWARD: 6,100 experience points, 5,000 Auras,**
**8 reputation points with the Necromancers' Guild, essence of death, attribute crystal**
**ENABLES QUEST: Feeling Well**

## FEELING WELL

**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: The Center of New Ashos**

You've probably already noticed that necromancers are just human beings. In fact, you might even find that some necromancers possess even more humanity than most of Antaloor's inhabitants, because many of them have real human feelings – they're sensitive, capable of giving love and they like to be around other living creatures, including humans. Some of them even have partners, while others... well, they have pets.

We mustn't forget one fact – these people wouldn't be necromancers if they weren't able to resurrect their loved pets that have passed on... to achieve this, all they need is the water from three wells which can be found near New Ashos [36, 37, 38 map on page 148].

The water in the first well is blessed, the second has sacred water and the water in the third well has strengthening properties. Go to these wells one after the other and fill up your bottles, but don't let the Necris prevent you from carrying out this important task! Now go to the old shrine and pour the waters onto your questgiver's dead pet (to do this, stand close to the creature and empty the water bottles over it). The cuddly creature will really come back to life.

Looks like you've once again learned something new, huh? Firstly, Werebeasts aren't quite the nasty creatures they're supposed to be. If they were as evil as popular opinion says they are, they could never survive the slightest contact with blessed and sacred water, much less be resurrected by these waters! And secondly: the lady who is your questgiver seems to be something else – a lot more than the impression you gained when you read her contract for the first time. And there's another surprise waiting for you too - the contents of Des Mon's reward chest! Go get the goodies!

**REWARD: 6,700 experience points, 200 Auras, 5 small healing potions**
**9 reputation points with the Necromancers' Guild, a small mana potion,**
**Decay Magic card, Werebeast charmer cap**
**ENABLES QUEST: Umbrella Story**

## UMBRELLA STORY

**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: The Center of New Ashos**

You already helped Plu Via with her umbrella problem - so you can probably guess that umbrellas are also going to be the main theme in this quest.

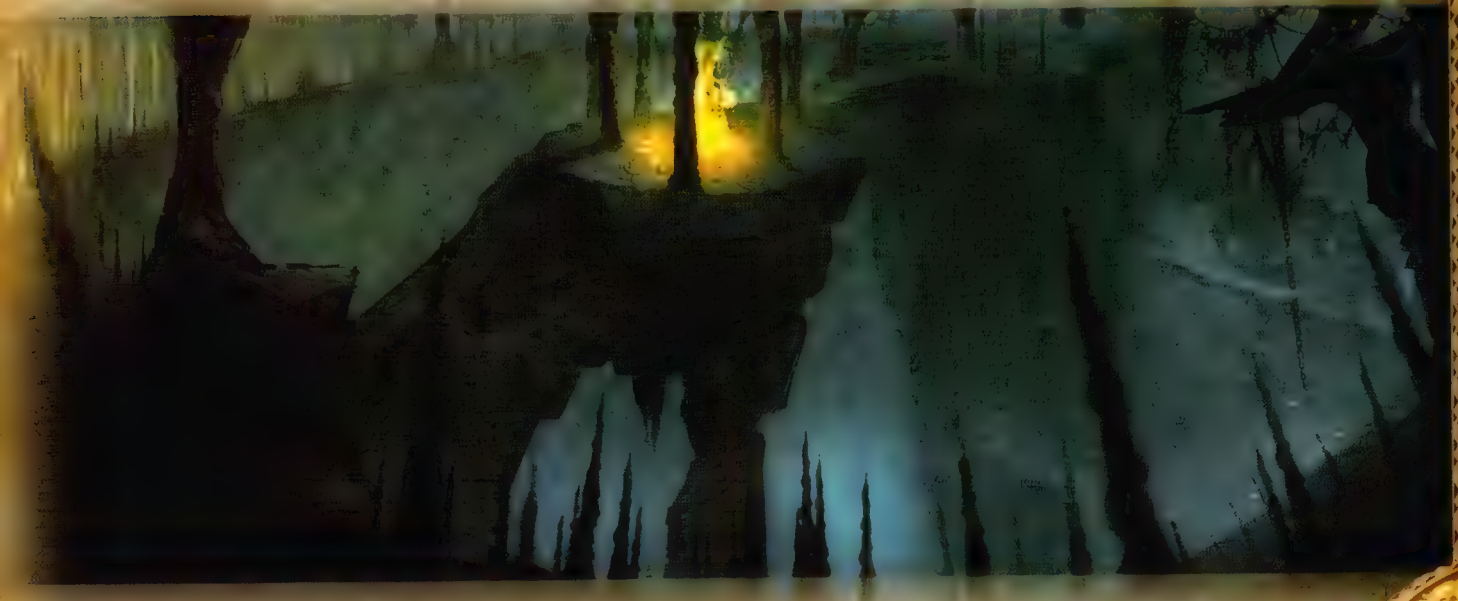
Remember you killed all the "umbrella creatures"? Well, this gentleman would like to have bought a lot from Plu Via, but they were all dead... and now he wants you to help him get the much sought-after skins of these beings - just kill enough of them and let their bodies rot on the ground.

Their location in the Swallows is easy to find.

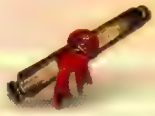
Don't forget one thing tho' - these bloodthirsty creatures are no easy opponents - they can even float in the air. If you succeed in killing them all and completing this quest, the reward will have you floating up there too!

**REWARD: 5,500 experience points, 200 Auras, 10 reputation points with the Necromancers' Guild, a small mana potion, Decay (magic card), a magic amulet, Leather Leraph High Boots**

***You'll find more Necromancers' Guild quests from Page 198 in the Swallows.***



## KABOOM!



**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: The Center of New Ashos**

By now you're probably aware that there are usually some illegal contracts up there on the bulletin board, but you'll never find a more illegal job than this one: Unbelievable – but you're supposed to test the effects of brand-new bombs - on live subjects!

High-level technical achievements like these bombs can't just be tested by anybody – you'll have to have Level 8 Trapper skills to qualify as an expert for this job (if you're determined to solve all the quests, you might find Skillchangers very useful here - they can help you to forget any skill you rarely use...).

You'll find the bombs hidden in the cemetery [11, map on page 148] (yeah, we know... cemeteries are normally quiet and peaceful places - but not on Antaloor!). Take the objects very carefully and head for the warehouse, trying not to shake your pack around too much - move as if you were walking on eggs lying on thin ice!

OK, try bombing out the first guard – just place a bomb on his route. Now get into cover fast and enjoy the sight! By the way, if you think you've placed the bomb in the wrong position, leave your hiding place, lift it up again and reposition it - but try to get back to cover before it explodes... not even Gandohar can put 1000 pieces of avatar back together again! You could also try to provoke the guards by attacking them and luring them cleverly into your trap.

Kill all the guards and then do what any other member of the Giriza would do - break into the warehouse, kill the two guards and help yourself to the goodies in there. You are a member of the Guild, after all, so why shouldn't you profit as much from an unguarded house as the other members do? Anyway, it's usually first come, first served in the world of Antaloor...

**REWARD: 5,500 experience points, 200 Auras**
**4 Hell Unleashed Bombs, 2 lockpicks, The Warlord**
**9 reputation points with the Giriza**
**ENABLES QUEST: Aquila's Head**

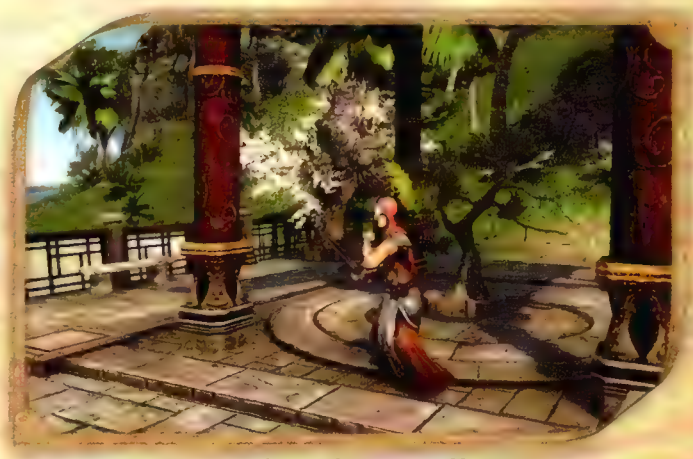
CEMETERY

- 1 - Hidden bombs
- 2 - Message of the hijacker
- 3 - New Ashos Tea Party
- 4 - Crypt for the urn (Swallows)
- 5 - Alicia's spirit

## AQUILA'S HEAD

**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: The Center of New Ashos**

Although everyone knows that the boss of New Ashos' underworld, Laurence Lexington, has his finger on the pulse of all the crime that takes place in this beautiful city, on rare occasions the anger of the Giriza can also be directed at others - and this is one of these exceptions. The Giriza want one man removed from the world of the living fast - and his name is Aquila, a man responsible for several deaths within the ranks of the Guild.



If you use your map [20, map on page 148], you'll quickly get to where the fun with Aquila's guards will start. Killing them might prove to be easier said than done, because these are very tough guys, well-equipped and courageous. You can assassinate some of the guards, but you'll have to get rid of the others the old-fashioned way.

When you've fought your way through the first ranks, Aquila's personal bodyguard will be waiting for you at the alcoves. The assassination method is much preferred here as well - against these guys, it's easier and much more effective.

When you finally reach Aquila, kill him. This deed completes your quest - but don't forget to go and get your reward from Des Mon!

**REWARD: 5,800 experience points, 200 Auras, invisibility brim**
**10 reputation points with the Giriza**
**ENABLES QUEST: Execution**

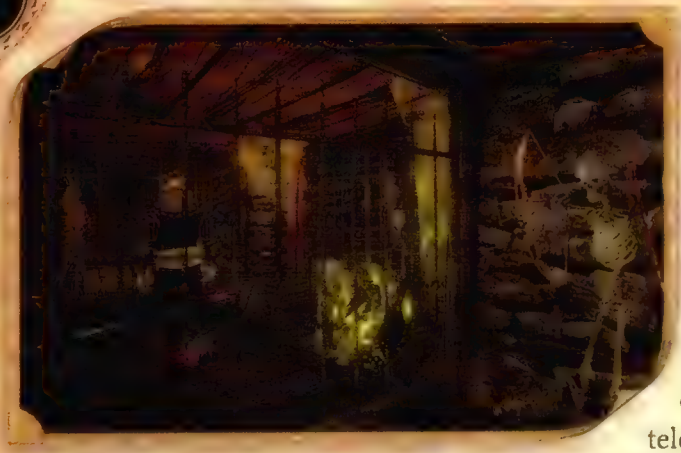
## EXECUTION

**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: The Center of New Ashos**

An inexperienced wanderer might think that New Ashos is a wonderful place, law-abiding and peaceful - but that naive tourist could never imagine the kind of crimes that take place here on a daily basis, like the kidnapping of an innocent professor of the Veneficus University, for example. His wife is going out of her head with worry and she turns to you to help her.

She's supposed to go to the cemetery in New Ashos [map on page 184] to get a message from the kidnappers, but you go instead. As usual in a case like this, the message on the note says that the professor will be killed out of hand if his wife tells anyone about the kidnapping.

"Too late", you think to yourself and consult your map to get to the hiding place of the kidnappers - it turns out to be a house in the Swallows.



You'll find the kidnapped professor in the cellar. There's one big snag here, however; when you went into the house you triggered a protective spell - and now you'll have to deal with some Necris fast, because the spell has conditioned them to execute the captive immediately.

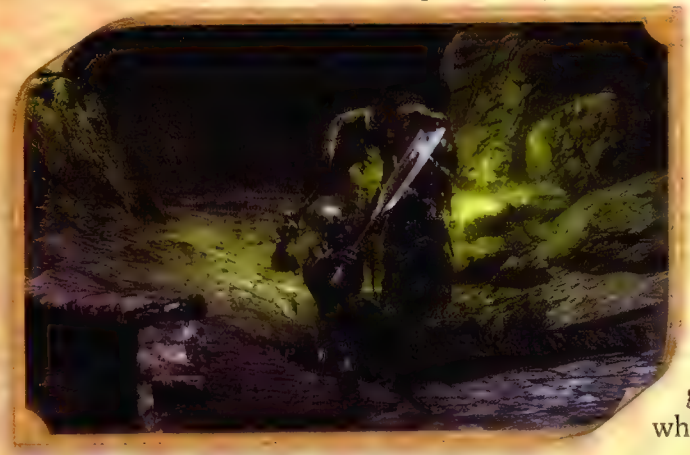
Kill them as quickly as you can (they really don't like club-type weapons, by the way) - then run to the right where the second group is spoiling for a fight. Kill these executioners as well. When you're done, you realize that the Mage has teleported himself out of there. You'll never find out why he didn't do that beforehand - the ways of Mages are a mystery and not for us mere mortals to understand...

**REWARD: 6,100 experience points, 400 Auras, 10 reputation points with the Giriza, 2 small healing potions, 2 bombs**

## TRAINING HALL

**QUESTGIVER: None**
**Questgiver's location: The Bulletin Board in the Ruins**

A long time ago, the old city of Ashos was a place full of pulsating, vibrant life, crammed to overflowing with merchants, mercenaries and adventurers. In those days, there must have been a middleman, an agent called Pat Ma who awarded contracts – men like that are everywhere in modern-day Hatmandor and New Ashos. It's only now, after all these years that some of Pat Ma's long-forgotten quests on the bulletin board can be completed – by you!



The scroll labeled "***Training Hall***" tells of the old headquarters of the Giziza. Your curiosity should be aroused – so use your map to make your way to the location and find out about the Guild's past methods of testing applicants – and you'll maybe confront some mutated monsters too...

You'll soon arrive at the hidden entrance [23, map on page 190] which is located between sharply pointed cliffs. Keep walking along the dungeon-like passageways and you'll come to a place where you'll have to solve a lever puzzle.

In the second room, you must lower the water level using a lever (it's quite hard to find). You'll then come to a door - open it with a lock pick. When you finally get to the main chamber, you can get down to your usual, pleasurable business of killing! Search the corpses – for purely scientific purposes, of course - and enjoy the scintillating sight of all that lovely loot!

**REWARD: 6,400 experience points**
**10 reputation points with the Giriza, Gloves of Wonder**

## THE BEACH BOYS

**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: The Center of New Ashos**

One of the first contracts you'll see on the bulletin board in New Ashos is from a past member of the Warriors' Guild. He appears to want to settle down here and make preparations for his retirement. You read that he has purchased what he believes is a perfect plot of land on the beach...

perfect, that is, except for the unwanted guests who have settled there - and they're too much for the old warrior to take on himself.

You, the young and aspiring member of the Guild, naturally are more than willing to help this old Guild stalwart. Follow the route marked on your map and face the Cyclops occupying the beach [29, map on page 148].

STOP! Before you rush in and try to annihilate them all, here's a very useful tip for you - you must take these creatures one by one.

A Cyclops has a devastating attack - and very few experienced warriors have ever survived a mass attack by these monsters. When you're done, Des Mon will happily show you his chest of goodies.

**REWARD: 5,500 experience points, 500 Auras, 1 small healing potion, 1 small mana potion**
**5 reputation points with the Warriors' Guild (Brotherhood), 2 coconuts, Cyclop's gauntlet**
**ENABLES QUEST: The Pied Piper of Ashos**

## THE PIED PIPER OF ASHOS

**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: Next to the Bulletin Board in New Ashos**

New Ashos recently hired a rat catcher to deal with a nasty plague of snakes - but when the snakes were finally gone, the city couldn't pay him.

The man waited on his money for a few weeks - then his patience ran out. He angrily invoked a plague of beavers [30 and 31, map on page 148] and the animals are now destroying the nearby bridges.

Your task is to save New Ashos from this impending catastrophe.

Once again, your map will show you how to reach the bridges under which these hungry creatures are wreaking their havoc. Kill them and head for the rat catcher's abode.

You'll find him in the jungle, protected by three Serpents which he appears to be controlling with his magic flute. After you've given him (and his Serpents) a permanent lesson on how to be patient, modest and mannerly, go and get your reward from Des Mon.

**REWARD: 5,800 experience points, 200 Auras, a beaver slayer's cape**
**6 reputation points with the Warriors' Guild (Brotherhood), 1 skill potion, hemlock**
**ENABLES QUEST: Drakonai Park**

## DRAKONAI PARK

**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: Next to the Bulletin Board in New Ashos**

The Warriors' Guild has a reputation of being a guild of protectors and guardians. Where danger threatens, the Brotherhood will quickly be there to snuff it out. Now you're going to have a one-off opportunity - to bask in blood on an isolated island!

The reptiles living there are much too dangerous and could become a threat for the whole region, so the scaly population has to be totally exterminated... and you're just the man for the job.

Go to the island and look for the carefully-closed entrance to a tunnel passageway. Battle your way through the tunnel - then continue with the extermination of the island reptiles.

You should also look for the teleporter which has been installed on the island.

You could take a short break, or maybe visit the island later?
Your reward will be waiting for as usual in New Ashos.

**REWARD: 6,100 experience points, 500 Auras,**
**8 reputation points with the Warriors' Guild (Brotherhood),**
**a small healing potion, 3 pieces of steel, Bird of Prey**
**ENABLES QUEST: The Hamlet**

## THE HAMLET

**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: Next to the Bulletin Board in New Ashos**

That strange but hardy race, the Scavengers, would seem to have found favor with the Warriors' Guild, because that worthy organization is willing to pay you for reactivating a lost teleporter in an abandoned village [40, map on page 148] there – the objective here is to increase the catchment area of the Scavengers' visions.

The abandoned village has unfortunately become home to dozens of new inhabitants.

Try to kill the Stingers as quickly as you can, but don't make the mistake of thinking they're easy meat in close combat! They also have very efficient long-range weapons and if you're fighting several Stingers at one time, their needles can quickly reduce your vitality to a dangerously low level. Make sure that the village is completely Stinger-free before you activate the teleporter in the center of the village.

**REWARD: 6,400 experience points, 500 Auras, Alpha Stinger's Scorn, 3 healing potions**
**9 reputation points with the Warriors' Guild, 3 handfuls of termite eggs, 3 Trachidis eggs**

## THE SEVEN BROTHERS

**QUESTGIVER: Des Mon [8, map on page 148]**
**Questgiver's location: Next to the Bulletin Board in New Ashos**

"Beaver or Cyclops needin' killin'? It's the Brothers who are always willin'! Lookin' for teleporters, fame or a fight? It's the Brothers... who are always on site!" [16, map on page 190]

This time the good reputation of the Warriors' Guild lands you a special job. The catastrophe that created the Swallows also killed the seven (really quarrelsome) bachelor sons of an old woman. She's worried that even death hasn't stopped them fighting with one another. Her last hope is to unify them by sending a warrior against whom they'll fight – together.
Who else but you could face up to 7 opponents who've been made as hard as steel by years of combat against each other and anything else that came their way?

**REWARD: 6,700 experience points, 500 Auras, Oculus, dye, The Grim Guardian**
**7 reputation points with the Warriors' Guild, 4 small healing potions**

# Eollas: The Swallows

- 1 - Eric
- 2 - Astrology
- 3 - Knantuk
- 4 - Magic workshop
- 5 - Brother's chest
- 6 - Toe
- 7 - The village
- 8 - The Holy Cave
- 9 - Ruins
- 10 - Bulletin board
- 11 - Old teleport
- 12 - Tunnel entrance (to University)
- 13 - Old tomb
- 14 - Mornar's body
- 15 - Argument between Vor and Alicia
- 16 - House of the seven brothers
- 17 - House of the insect tamer
- 18 - Damned One
- 19 - Damned One
- 20 - Damned One
- 21 - Urn
- 22 - Execution
- 23 - Training hall
- 24 - Bony creatures
- 25 - Leraphs
- 26 - Ritual place
- 27 - Ritual creatures

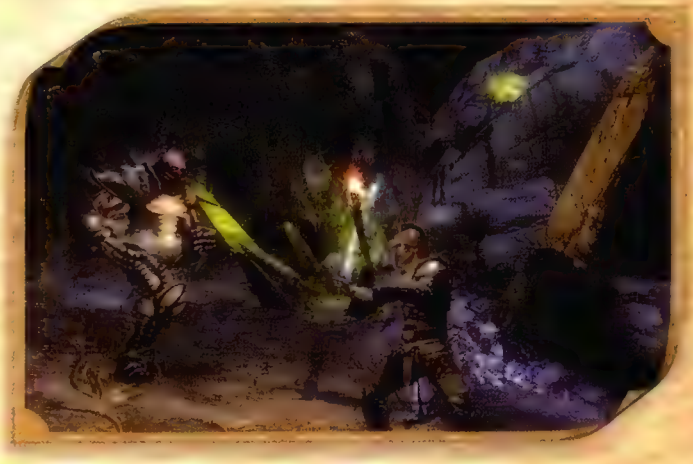
- Teleport
- Ruins
- Cave entrance
- Camp
- Shops | Merchants

- Altar of Maliel (Willpower)
- Altar of Aziraal (Strength)
- Altar of Throglin (Endurance)
- Altar of Yatholen (Accuracy)

## THE TROPHY

**QUESTGIVER: Hal Den [2]**
**Questgiver's location: The Camp of the Scavengers**

You've had your first meeting with the seer Eric [1, map on page 190], so now you can use your ears in the Scavenger's camp - who knows, there might be a quest or two in it for you. As soon as you go out the door, Hal Den speaks to you. He's a young man about to take his final examination as a seer - and that involves proving that the examinee can overcome his fears in very dangerous situations.



The task awaiting this rather nervous man does seem to be too much for him, however - and he thinks so too, because he asks you to take it on in his place.

You're supposed to defeat the creature called Toe and bring the chain (to which Toe owes his name) back to the camp.

You could refuse in the hope that Hal Den plucks up enough courage to do it himself. After all, he does want to become a seer and spend the rest of his life in the dangerous Swallows...

Or you can help Hal Den, by taking on the task for him. Your map will help you to find the monster - then all that remains to be done is to 'do what you do' best'. After your victory, go back to the relieved examinee and be proud of yourself too! You've just saved a member of the Scavengers from certain death.

**REWARD: 6,000 experience points, Ice Shard**

### SCAVENGER CAMP

- 1 - Eric's cave
- 2 - Hal Den
- 3 - Revnar
- 4 - Banagh
- 5 - Entrance to the camp
- 6 - Exit to the swallows
- 7 - Knantuk, Sarvan & Delmon
- 8 - Chest of the merchants

- Teleport
- Altar of Yatholen (Accuracy)

## LOST PARTNER

**QUESTGIVER: Revnar [3, map on page 191]**
**Questgiver's location: The Camp of the Scavengers**

While you're strolling through the camp of the Scavengers on the lookout for new challenges, you'll meet Revnar. This rather reserved Scavenger seems worried. When you ask him why, he'll tell you that his partner Mornar is missing. Revnar got separated from him in the Swallows and had to co's me back here alone. Since then he's seen neither hide nor hair of his Mornar.

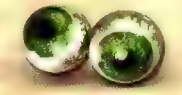
This is a perfect example of the classic dilemma of the Scavengers. They never go alone into the Swallows, always in pairs. So although Revnar's partner's missing, he can't go into the Swallows alone to look for him.

There's another problem too – a new partner will only be assigned to Revnar when proof of his previous partner's death exists.

Since you're not subject to the strange rules of the Scavengers, you can simply go into the Swallows alone and take a look around.

Go to the location where Mornar and Revnar got separated and you'll soon find a corpse lying at a cliff at the end of the path... and from what you've been told, it can only be Mornar. You've hardly turned around to go back to the Scavengers' camp when you almost bump into another Scavenger! He tells you his name is Knantuk and that he was instructed to follow you. Knantuk proves to be useful too, because he tells you that you have to bring back Mornar's eyes as proof of his death, so you know what to do.

When you show Revnar the dead green eyes of his ex-partner Mornar, he finally accepts his passing - and shows his gratitude in his own reserved way.



**REWARD: 6,000 experience points**
**Great bow of Mal, Light arrows of Mal**

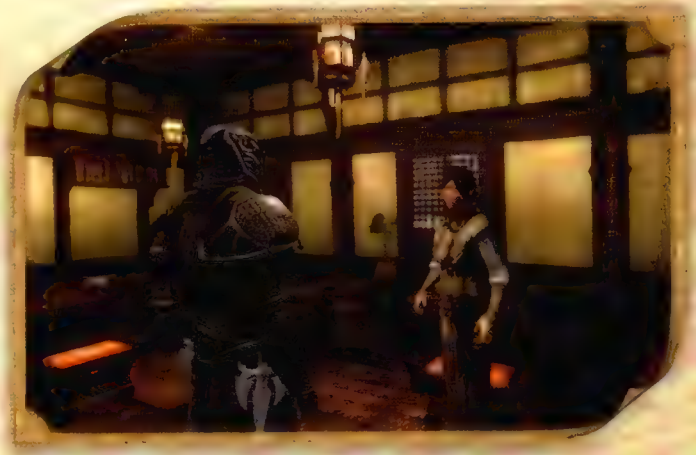
## LOVE'S LABORS LOST

**QUESTGIVER: Banagh [4 map on page 191]**
**Questgiver's location: The Camp of the Scavengers**

When you leave the camp of the Scavengers and head for New Ashos, you'll immediately be approached by Banagh. The Scavenger is worried about someone from whom he hasn't heard in a long time. He fears for this person's health, but he doesn't want to say much more on the subject.

After all, Scavengers aren't famed all over Antaloor for their loquacity.

Meet Banagh in the Lost Grove [46, map on page 148] to find out more about this. This quiet corner is located to the south west of the Scavengers' camp. Now Banagh tells you more details about the person he's worried about. Her name is Ann Nah and she's a student [36, map on page 149]. Tell Banagh that you'll look for her at the Veneficus University and that you'll soon find out if his fears are justified.



When you're on the terrace of the University looking around for Ann Nah, you'll meet one of her "girlfriends", Mal Nis [35, map on page 149]. She seems to be very amused about your interest in Ann Nah and tells you to look for her in the female dormitories.

You'll find her ok when you go there, but you're in for a surprise, because it's raining from the ceiling on to Ann Nah's bed! This weather phenomenon seems to have something to do with the young student's mood. Ann Nah entrusts you with her story and tells you about her relationship problems with Banagh. Your vague suspicions that all this has to do with a romantic story have now been confirmed.

She says she loves him, but since Scavengers are told from the start that heartlessness and cruelty are two must-have qualities if they want to be seers, he's not allowed to show her his true feelings. Uh-huh, a classic problem between man and woman, you think to yourself...

You can persuade Ann Nah to trust Banagh and give him one last chance - or you can tell her to leave the Scavenger for good. If you choose the latter, go back to Banagh and tell him the bad news.

If you persuade the young lady to give the relationship one more chance, Ann Nah will ask you to arrange a date between her and Banagh, at the usual meeting place. The seer, as reserved as ever, is nevertheless very impressed with your persuasive talents with the lady. He asks you to be present at the meeting and to give him your support.
You don't need this romantic stuff right now... BUT, if Banagh does persuade you to help him, you'll meet the two timid lovers when you get to Lost Grove.

The Scavenger, who doesn't exactly have a romantic, winning way with words, actually succeeds in telling her how much he loves her and a happy Ann Nah forgives him. Now you can bask in the happy ending you helped bring about for this rare pair.

Both of them agree to give up the lives they have led until now. Ann Nah will stop studying at the University of New Ashos and in return, Banagh will give up his budding career as a seer. There's a hut deep in the jungle where they want to live and enjoy an idyllic life of love (aaaahhhh!), but before the new dream team takes off for the jungle, they thank you profusely for your help.
By the way, your modesty becomes you - and you'll also get a higher reward for it.

**REWARD: 8,000 experience points, 3.000/6.000 Auras, the Ring of Willpower**

**QUESTGIVER: None. You're in a flashback to the past, without being able to speak to any NPCs.**

Since Eric operated on your eyes, you can receive visions from the past - and in one of these visions, you witness an interesting event on the path leading to the old University.

You see two men at the end of a long and tiring journey. You can't speak to them. They can't see you either, because you're only a figment of the past.

If you're looking for adventures, follow these two men into the Holy Cave.

You'll soon find yourself in a tunnel system – and dangerous monsters are all around you. A strong protective spell has been placed on the vault. You'll have to kill all the creatures to get access to the lower regions of the caves.

When you've gone through the first gate, you receive another vision from the past. The two men are talking about upcoming tests. It would seem that they have already explored numerous crypts around Hatmandor - and that seems to be an important part of the first test. You'll hear a helpful tip too – "Only a humble man can gain access."

Before you take the first test, go along the passageway to the right and search through the sarcophagi that are lying around everywhere you look. In one of them you'll find an old piece of parchment - it will prove useful later. If you go through the next passageway, you'll spring a shock trap - and that will do you a lot of damage!

You should walk crouched over - this shows humility to any being which might be watching. Go along the passageway using the Sneak mode - that will get you through the first test.

Defeat the thieving highwaymen who are guarding the gate and walk through the next gate to continue exploring. As soon as you enter the room, another vision hits you. The most important aspect of this vision is the following sentence: "Only those who follow the path of the one true God may pass."

You'll see that the room is fitted with loose flooring tiles. It's a clever trap system and if you spring it, you'll be dead - it's as simple as that. Now the time has come to use the parchment you found in the sarcophagus. When you look at it more closely, you'll see a kind of snake which will show you a safe path over the floor.

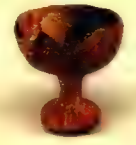
When you've passed this test and slaughtered your way through more hordes of monsters, you'll ultimately come to a place where you will receive the last vision.

In this vision, the two men are standing at the door through which you were just about to go. They're talking about the last test. You move bravely into the room... and a Dark Knight is standing before you.

This undead warrior poses a two-pronged problem for you. You can fight him, or you can answer three of his riddles. If you don't feel too happy about the trickiness involved in answering three riddles, just provoke him. He'll draw his sword immediately and attack you - and you have the fight you wanted...

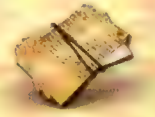
However, if you think you're up to answering his questions, this next super-tip will help you stay alive - a coffin, a star and a wave. Those are the answers the Dark Knight won't want to hear.

You've answered all of his questions correctly, so the Dark Knight will allow you to pass. Leave the room and start searching for an old crypt. You'll find an antique artifact there - and when you pick it up, you'll understand why the two men in your visions were prepared to risk their lives in the catacombs. You are holding the Holy Grail in your hands - a find of almost unimaginable value!



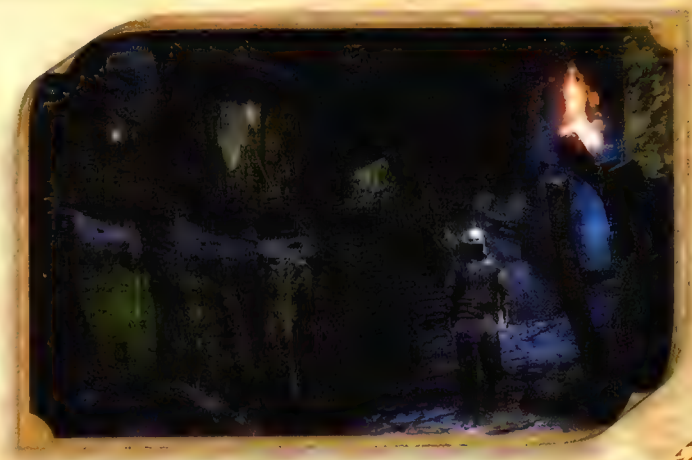
**REWARD: 7,000 experience points, The Holy Grail**

## PAINTER OF MAGIC



**QUESTGIVER: Knantuk [7, map on page 191]**
**Questgiver's location: The Camp of the Scavengers**

Since you underwent that rather tricky eye operation, the Scavengers have decided to honor you - you're going to be allowed to participate in a very special task. It's a unique opportunity for you to experience the best warriors of the Scavengers in combat against the most dangerous (and horrible) creatures in the Swallows.



Go to the center of the Scavengers' camp - there you can't help overhearing a conversation. The Scavengers plan to take over a very difficult location inside the old university. Still listening, you hear that the last troop they sent in there never came back.

Those lost included the partner of a Scavenger called Knantuk. Talk to Delmon - he'll give you more details about this dangerous mission, familiarize you with the situation and explain Knantuk's problem to you.

As it turns out, Knantuk has now lost two partners and some of the Scavengers - even Knantuk himself - are starting to believe that a curse is killing his partners, so no one is prepared to take the risk of accompanying him.

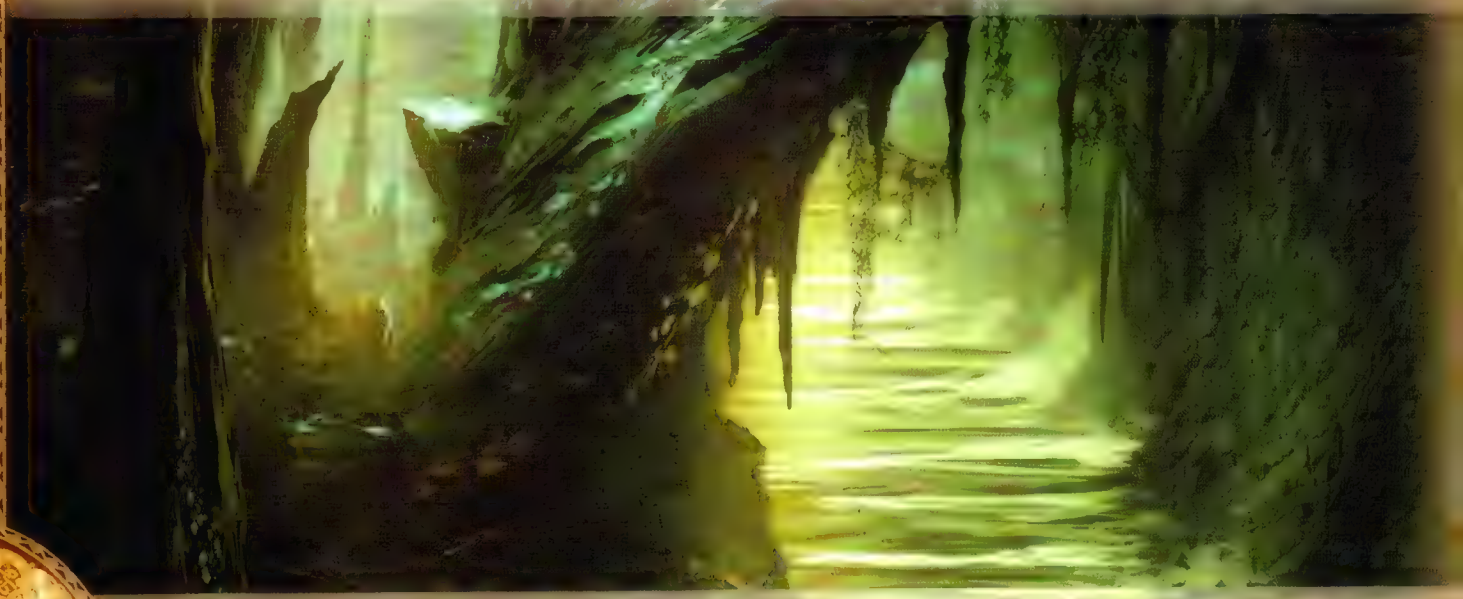
You (the fearless warrior) naturally don't believe in fairy tales like this and you offer to help Knantuk. His reaction is unexpectedly reserved, but you can eventually convince him to meet you in a square in the old university.

When you reach the location, Knantuk isn't there - he's battling hard against some really bloodthirsty creatures, so go help him!
When the surrounding area has been cleared of monsters, he'll tell you he received a vision from the past and it completely distracted him.

In this vision, two Scavengers were trying to open a portal between this place and a sealed magical workshop. A long time ago, this workshop was apparently where the Mage Renoir created magic cards - and the magic system of modern-day Antaloor is based on these cards. The workshop is the objective of your quest. OK, the two Scavengers in his vision did die trying to get in there, but one of their two corpses might just have a spell scroll on it that the two of you will need.
When you've found the spell, go into the center of the teleporter and follow the instructions on the scroll. You and Knantuk will immediately be transported into the laboratory. In his eagerness to get in there, your partner pushes ahead and you lose sight of him, but you meet up with him again in the central part of Renoir's workshop.

The Scavenger seems happy and he tells you that you've completed this task successfully - he now has the information about the location of this secret laboratory and he can sell it to the librarians in New Ashos. He asks you to meet him later near the center of the Scavengers' camp, but before you go, take a good look around the workshop. When you see Knantuk in the camp again, you'll get your well-earned reward.

**REWARD: 7,700 experience points, 9,861 Auras, Renoir's Work Robe**



## REMINE THE REMAIN

**QUESTGIVER: None**
**Questgiver's location: Bulletin board in the Swallows [10, map on page 190]**

There is still a bulletin board in the ruins of Ashos - and there are even tasks for you to take on! One of these is from a widower who's looking for the earthly remains of his wife. Her ashes - in an urn - were being transported by caravan through the jungle, but the group never reached its destination and the ashes of his wife have disappeared.

The urn is probably lying somewhere in the Swallows. The last request of your questgiver is that you find the ashes and bury them in her last resting place - and he still wants you to do that, even if he dies before you complete the quest.

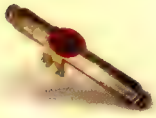
You'll find the bulletin board in the center of Ashos. Read the quest called "***Remine the Remains***" ("***The Ashes of my Wife***"), to activate it. Now go to the place marked on your map [21, map on page 190].

There are a lot of monsters around in this part of the Swallows, so keep your eyes open!

When you've killed the creatures, you'll find the urn with the good lady's ashes under their remains. Put them in your inventory, take the urn to the cemetery [4, map on page 184], look for the grave of your questgiver and lay the urn in there.

You can't really expect a reward from the questgiver, because the contract is very old and the man who wrote it died a few years ago.

*Take a real close look at the remains of the caravan. You'll find a few valuable items buried under what remains of it. Pay special attention to that destroyed covered wagon. An adventurer with sharp eyes could maybe uncover something really nice here - like the Turban of Transference.*



**REWARD: 6,700 experience points, Turban of Transference**
**9 reputation points with the Merchants' Guild**

## SUSPENDED RITUAL

**QUESTGIVER: None**
**Questgiver's location: Bulletin board in the Swallows [10, map on page 190]**

The great magic eruption interrupted some important rituals that were being carried out by several inhabitants of Eollas. One of these inhabitants was a necromancer - and he had just finished making the preparations for what he thought was a fascinating ritual. He put a quest up on the bulletin board in the hope that he could find a volunteer, apparently without success. The questgiver has probably been dead for a while now, but who knows what kind of powers this ritual might give you?

Go to the Swallows and find the site where the ritual was being conducted [26, map on page 190]. You'll see right away that a necromancer was at work here. The creature that was needed for the ritual seems to have gone elsewhere, however. You'll have to find it first, so try and lure it to the ritual site (by the way, don't kill it as soon as you see it, otherwise you've failed this quest... so hang in there for a minute or two). When you sacrifice the creature properly, its blood will drip on to the earth and something nasty will happen... more of its kind will suddenly appear and attack you viciously.

Hey, could you really expect anything else? After all, the questgiver was a necromancer. He had obviously taken one dead creature and was trying to create several undead creatures from it...
OK, you might not see a generous reward here - but the necromancer would have been proud of you!

**REWARD: 6,100 experience points, 9 reputation points with the Necromancers' Guild**

## INSECT TAMER

**QUESTGIVER: None**
**Questgiver's location: Bulletin board in the Swallows [10, map on page 190]**

The experiment destroyed almost everything in Ashos, but something special remains in one particular district in the old part of Ashos – it's a rotting bulletin board and it still has quests from the old days. One of these is from an insect tamer. On the contract he tells how he trained his insects to turn them into a tourist attraction – but he obviously didn't want them to multiply – which is exactly what they did - and how [17, map on page 190]!
This quest will give you a chance to use your talents as a pest controller, although you'll soon find out you won't be working with an insect magnifying glass! The creation of the Swallows caused these wee beasties to spontaneously mutate and they've become considerably more aggressive - and a heck of a lot bigger. You have to prevent these beasts from spreading all over the area; and the best way is just to kill each and every one of them.
You'll find your reward in the closets and chests distributed all over the house.

**REWARD: 6,700 experience points, a small mana potion, 4 small healing potions 7 reputation points with the Warriors' Guild, 2 pieces of steel, a Tailer's Poison Gland, Tailer's Tail Tip, Ol' Hickory**

# Tir Geal

- 1 - Starting point
- 2 - Aidan
- 3 - Garadel and later Fiona
- 4 - Culainn the blacksmith
- 5 - Crow's Puddle
- 6 - Cemetery | The Cursed Crypt
- 7 - Nalia's tree house
- 8 - The old tower | Ruins
- 9 - Nalia's house and garden
- 10 - Old crypt / catacombs
- 11 - The widow
- 12 - The mad blacksmith
- 13 - The necklace
- 14 - Mayor Maras' treasure

- Teleport
- Ruins
- Cave entrance
- Camps
- Shops | Merchants
- Altar of Maliel (Willpower)
- Altar of Aziraal (Strength)
- Altar of Throglin (Endurance)
- Altar of Yatholen (Accuracy)

## SAMARA'S PLEA

**QUESTGIVER: Samara [11, map on page 199]**
**Questgiver's location: Near Samara's House**

Thanks to your first successes, like rescuing the blacksmith and searching for the amulet, the villagers have gotten used to you - and they're beginning to trust you now too.

Samara the widow pleads with you to take on a task for her. She has lost a necklace and she'd like to get it back again, because it was a gift from her husband. She thinks the necklace is probably in Tír Caillte, but the villagers are too scared to go there, because of the menace of the undead creatures that have taken over the village.

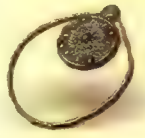
By now you should have lots of experience in recovering lost valuables - so you immediately tell the widow you'll do her this favor (although you don't understand why the woman could even want the necklace, because you find out that her husband ran away with another woman to Tír Caillte, where they both found their deaths - but the necklace still seems to have some kind of sentimental value for her).

## WIDOW'S NECKLACE

**QUESTGIVER: Samara [11, map on page 199]**
**Questgiver's location: Near Samara's House**

On the way to Tír Caillte [13, map on page 199], you'll encounter a few monsters, but the actual village itself is really teeming with them. Free the village from its unholy burden by killing these monsters and start looking for the necklace. When you get back to Tír Gael with it, Samara almost grabs the necklace from you! She asks you not to tell anyone about this and especially not Feskel! She really insists on that point – so don't even think about Feskel!

## SAMARA'S SECRET



**QUESTGIVER: Feskel [11, map on page 199]**
**Questgiver's location: Near Feskel's House**

With honesty shining out of you like a beacon, you immediately make a beeline for Feskel. Let's face it, Samara must have something to hide from this guy, and he probably knows all about the necklace too, so it makes sense to find out what he knows.

When you finally find Feskel and tell him what's happening, he gets really mad that she asked you to help her to find the necklace. Apparently it gives the wearer the power to speak with the dead!

## CURSED NECKLACE

If Samara went into the swamp to speak with her dead husband without any real protection, she would not only put herself in danger, the whole village could be in monster trouble! So get back to Samara's house as quickly as you can and steal the necklace from the chest beside her bed. With the necklace safe in your pack, return to Feskel, who will then ask you to destroy it in Culainn the blacksmith's big smelting oven.

Go to the smithy... it's a real chance for you to have a longer conversation with the man. He tells you that he too lost some loved ones when the Swallows region was created. After a while, give him the necklace and leave the smithy in the knowledge that you've done a good job.

**REWARD: 1,000 experience points**

## THE MAD BLACKSMITH

**QUESTGIVER: Feskel [11, map on page 199]**
**Questgiver's location: Near Feskel's House**

On the way to the swamp you meet Feskel again. During your conversation with them, he says something which gives you an uneasy feeling. OK, you did take Samara's necklace to Culainn, but did you actually see him destroying that thing?

You found out that Culainn's wife and daughter died a few years ago and he misses them really badly - and now you find out that Culainn has gone into the swamp alone! He's obviously taken the necklace and is trying to contact his dead wife and daughter...

When you finally find the despairing blacksmith, you can see it's almost too late for him already. The curse of the necklace has transformed him into a dangerous creature.
If you think there's no more hope for the poor man, kill him as quickly and painlessly as possible - he could mutate into a threat for the whole village. His swampies (new acquaintances from the swamp) will help him to fight you, by the way, so it might be just a little harder than you think. If you show understanding and pity for Culainn's problem, he'll quiet down and tell you regretfully that he nearly attacked you. Stay alert! Creatures are coming out of the swamp with only one thing on their minds - and that's to tear you and the blacksmith into tiny pieces! When you've killed all the monsters, walk over to Culainn again. The unfortunate blacksmith has meanwhile recovered enough to make it back to Tír Gael, with you escorting and protecting him all the way. Culainn will be so grateful for your help that he'll give you everything he owns. Go back to Feskel now and tell him all about your successful rescue of the village blacksmith.

**REWARD: 2,750 experience points, 8,000 Auras**

# BESTIARY

## ... IN ALPHABETICAL ORDER

### BABOONS

Antaloor's baboons mainly populate the savannah and the deep jungle. The males are very aggressive and attack unsuspecting adventurers by throwing stones at them - and that can be dangerous! Baboons can usually be found in groups of five or more animals.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 4 - 8 | 100 - 150 | nothing | Baboon's Tongue, Baboon's Lung |

### BEARS

Bears are to be found in the great forests of Northern Antaloor and they are actually good-natured animals, because they only turn aggressive if they feel threatened. When they do fly into a rage, you better get ready for a long and dangerous fight.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 5 | 515 | Bludgeoning damage | Bear Claw, Bear's Vein |

### CHEETAHS

Cheetahs are also one of the fastest animals in Antaloor. OK, they might attack you alone, but their lightning-fast attacks and retreats make them a formidable opponent. No use running away from it - the cheetah is faster!

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 5 | 130 | nothing | Cat's Heart, Cat's Eye |

### CRYSTAL GOLEMS

This rare species of crystal golems is found in the darkest depths of Antaloor's big dungeons. No one knows where they came from, but the danger they pose to adventurers and mercenaries is legendary. Only one kind of weapon can have any kind of effect on crystallers - a Heavy Club.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 23 | 8,075 | Everything except Heavy Clubs | -- |

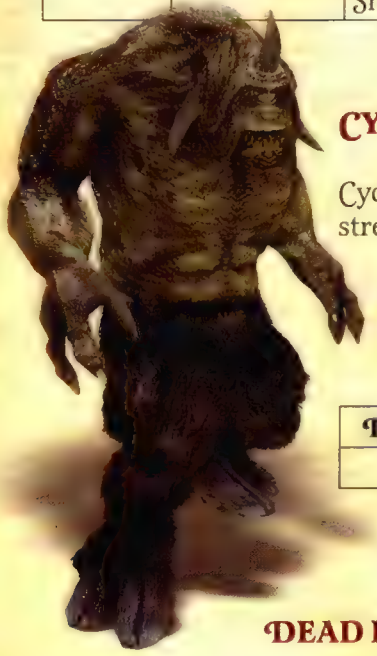
## CRUSHER

The crusher really does live up to its name, leaving a trail of destruction behind it wherever it goes. This creature is pure raw power – never try a frontal attack. Luckily, its eyes and nose aren't too efficient, so you can avoid it pretty easily (if you want to, that is?).

If it comes to combat against this monster, your only chance is to penetrate the narrow spaces between its thick armor with a Slashing weapon. A waiting game...

*Use Bladed weapons i. e. swords.*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 17 | 4.475 | Poison Damage, Spectral Damage, Shock Damage, Fire Damage, Water Damage | Crusher's Tongue, Crusher's Heart |



## CYCLOPS

Cyclops are one-eyed monsters. They are mainly known for their unbelievable strength and incredible combat skills.

Many of their opponents have been surprised by the Cyclops' speed too - their sheer bulk makes them look slow. So don't underestimate them!

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 30 | 13.640 | Water Damage, Poison Damage | Cyclop's Eye |

## DEAD KNIGHT

These beings were once honorable knights who upheld law and order in Antaloor, but they were killed by terrible creatures and transformed into heralds of horror.

The Dead Knights often leave their graves, spreading terror everywhere they go with their dark power. They're equipped with the best of weapons and armor – and are infamous for their use of necromancy.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 8 | 1.100 | Slashing damage | various |

## DEMON BROOD

These demonic, yet humanoid spawn of hell move around like humans on two legs - from a distance, you might even want to wave to them... let's face it, it's nice to meet a fellow human being during your travels in Antaloor...

but that good feeling will soon turn to horror when they get closer and you can see their distorted devils' faces and gigantic horns.

They came from the flaming depths of hell, so the deadly brood is resistant against fire damage - but oh, how they hate the cold!

*Susceptible to Frost and Shock Damage.*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 27 | 11,075 | Fire Damage, Poison Damage, Bludgeoning damage, Slashing damage | Minion's Heart, Master's Finger |

## DEUCES

The Deuce is another creature that comes straight from hell itself. This one really does symbolise the nightmares of the Antaloor population. True, they only fight with their bare hands - but the hands consist of razor-sharp blades!

They're immensely thick and leathery skin protects them from almost any kind of attack - and there's hardly another creature in all of Antaloor which is better equipped to ward off spells!

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 37 | 20,675 | Spectral Damage, Fire Damage, Poison Damage | Demon's Heart |

## DRAKONAI

One of the oldest life forms on Antaloor, these fast and dangerous saurians have defied evolution and survived in their original form – which is more than can be said for the many adventurers who were unfortunate enough to encounter these 13-foot monsters in the jungle and met an untimely death, ripped apart by Drakonai razor-edged teeth and sharp claws.

*It's true that the Drakonai are immune against Slashing damage, but any other kind of attack will injure these dangerous creatures. One more thing tho' - use a long-distance weapon. That way you can kill them with ease and keep your avatar away from those really nasty fangs and claws.*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 27 | 11,075 | Slashing damage | Drakonai Eye, Drakonai Vein |

## DROSER

Listen, friend - if you ever happen to hear that Drosers are "dangerous, crablike creatures", all you have to do is laugh... because that is the biggest understatement in Antaloor! OK, Drosers maybe do have the same habitat as their cousins and they do move in the same crablike manner, but that's where the resemblance ends!

The enormous size of their extremities and their naturally aggressive nature are characteristics that are absolutely unique to this species. They seldom leave their natural habitat, and they defend their territory fiercely, using their powerful claws with deadly and lightning-fast accuracy.

Nowadays however, Drosers are seen so rarely that some say they are already extinct. An eccentric student at the University of New Ashos is supposed to be keeping one of this threatened species as a kind of pet...

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 42 | 26,600 | Slashing, Bludgeoning, Frost, Shock, Poison Damage | none |

*You'll find the Droser in New Ashos when you take on the "Telepathic Sender" side quest. The creature is under the control of a guy called Mar Conie. When you're fighting The Droser, you'd be well advised to mostly use Fire and Spectral Damage.*

## GARGOYLES

When you hear the word gargoyle, you probably think of a small stone dragon spouting water into a fountain...

but when you come across a gargoyle in Antaloor, you might notice a slight difference! They have wings, are much larger and are very dangerous!

You'll usually find them in the gigantic cave systems - but sometimes they fly around at night too, looking for hapless victims... just look for bloodstains on the ground and the odds are that a gargoyle has fed there...

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 27 | 11,075 | Water Damage<br>Shock Damage, Fire Damage | Gargoyle's Eye<br>Gargoyle Wing Membrane |

## GHOUL

Legend has it that these unholy creatures were created from the dust of cemeteries – dust that was soaked in the blood of one thousand demons slain during a battle fought so long ago that it's not even mentioned in the New Ashos library chronicles.

Since they were born of tainted and eternally contaminated flesh themselves, Ghouls like to feed on dead and rotting human flesh. If they catch a human being alive, their razor-sharp teeth cause sickness and the Ghouls' own terrible internal decay spreads quickly through the human's body until the victim dies - and Ghouls need this dead flesh like we need air to breathe. Ghouls also use pieces of steel or iron to stab their victims to death. If they can't find humans to infect, they use these metal fragments to gouge deep, festering wounds in their own bodies, living off their own flesh until they find a human or two to relieve their gnawing hunger pangs.

Driven by this awful hunger, Ghouls seldom wait until a human has died from natural causes and the corpse has started to rot - as a rule, they attack their enemies with bestial ferocity. There are even worrying rumors going around that some Ghouls have left their usual habitat and are now disguising themselves as harmless wanderers - and they're already all over Antaloor...

*Go for Fire and Slashing damage.*

TIP

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 23 | 8,075 | Bludgeoning, Frost, Poison Damage, Spectral Damage, Shock Damage | Ghoul's Heart, Ghoul's Brain |

## GIANT ANTS

OK, this species does go by the name of "ant"... but that's where the resemblance ends. The powerful chitin plating protects these gigantic insects from almost all Damage and their strong legs strike like swords.

Consider yourself lucky that this monster's wings are useless, because if it could fly it would be absolutely deadly – but on the ground, you still have a chance to penetrate its thick armor with a powerful strike.

These enemies can be mainly found in the Savannah, in Erimos.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 8 - 12 | 1,100 -2,300 | Poison Damage, Bludgeoning damage | Ant's Modular Brain |

## GIANT SCORPIONS

Giant scorpions are yet another byproduct of Verita. Their smaller relatives can kill easily, so think how much easier it is for these giants to send an adventurer to an early grave!

The huge body is protected by chitin and that poison-filled sting seems to stretch out a mile, so this is one creature which is really difficult to kill.

*Use Bladed Weapons or Spells based on Frost and Spectral Damage.*

TIP

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 37 | 20,675 | Poison, Shock, Water, and Slashing damage | Poison Gland, Tandem Heart |

## GIANT SPIDERS

With a diameter of almost 13 feet including the legs, these mammoth spiders are the spawn of horror. If your first glimpse of one doesn't paralyze you, its powerful poison will. The lairs of these powerful arachnids are easily recognized by the cocoons hanging from the ceiling - so lucky you!

On the other hand... you won't always see these cocoons in the darkness of the underworld's tunnels - so unlucky you! When you see the giant spider's hairy legs, it's usually too late to do anything about it...

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 23 - 39 | 8,075 -22,955 | Poison Damage, Frost Damage | Spider's Gland, Spider's Eye |

## GROMS

Groms are the rats of Antaloor. They're everywhere and they can be very annoying, even up to a point where they can even make your adventurer's life difficult! Their strength is in numbers and hordes of these creatures lurk in wait for the unwary traveler.

They're not particularly well armed, but they'll rush you without a second thought - meaning, of course, that the first ranks are only cannon fodder. If you see a Grom Shaman, try to make him your first target, then just avoid the main body of the Groms.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 2 - 17 | 100 -2,200 | Fire Damage, Poison Damage | various |

## HELL'S FURIES

An overconfident and inexperienced adventurer might be forgiven for thinking that these creatures are just the harmless cousins of the Demon Brood - he might even go so far as to laugh at them... but that laugh could soon be frozen in a horror-filled grimace, locked in the icy grip of rigor mortis.

If you catch sight of these Hell's Furies, with their deadly, flashing horns and blood-red skin shining with an unholy gleam, it might be wise to think twice about starting a fight with these evil creatures of hell.

*Susceptible to Frost and Shock Damage.*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 27 | 11,075 | Fire Damage, Spectral Damage, Poison Damage | none |

## HEN

Hens are descended from the historically documented succession of the Hatmandor Royal Houses. OK, OK... that was just a quick one to get you in a good mood. A hen's still a hen, even in Antaloor!

## HYENAS

When you take a look at the list of horrors that lie in wait for the unwary traveler in Antaloor, it's almost a pleasure to come across one of these "normal", but very aggressive creatures.

Hyenas can be pretty dangerous, because they only hunt in packs and attack at the slightest provocation. The bite of this animal is also very infectious - and it makes the effects of a poisonous wasp sting seem harmless.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 5 | 450 | nothing | Hyena's Heart |

## LERAPHS

These flying predators are infamous for their love of human flesh...

so watch yourself in the vicinity of New Ashos.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 26 | 11,280 | Shock Damage | Leraph's All-Seeing Eye |

## MANTIS

These huge insects love warmth, so most of them live in the savannah and in the desert regions, but there are a few specimens in the jungle as well.

The Queen is the absolute ruler of her swarm, which usually amounts to between 10 and 20 Trachids. She's often magically linked to her subjects, so the swarm often has to be dealt with first before the Mantis can be tackled.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 20 | 6,140 | Poison Damage, Bludgeoning damage | Trachidi Brain, Trachidi Heart |

## MORTIFIER

This seemingly fragile, insectoid creature will bestow a horrible death on any unlucky being it meets face-to-face.

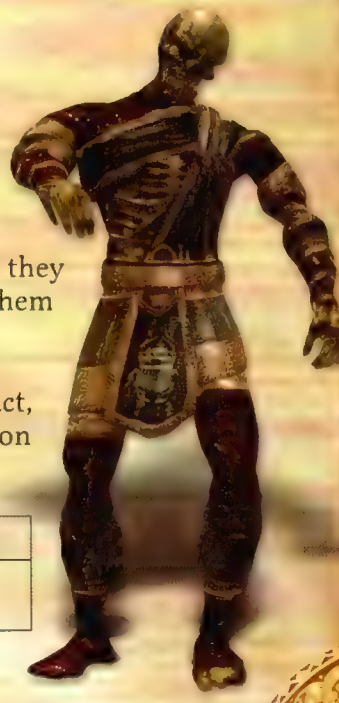
Fast and fierce, a Mortifier can overtake even the best runner in a few seconds and totally skewer him with its huge claws.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 28 | 11,900 | Slashing, Frost, Spectral, Poison, and Shock Damage | Demon Eye |




*Go for bludgeoning damage and fire damage - or both!*

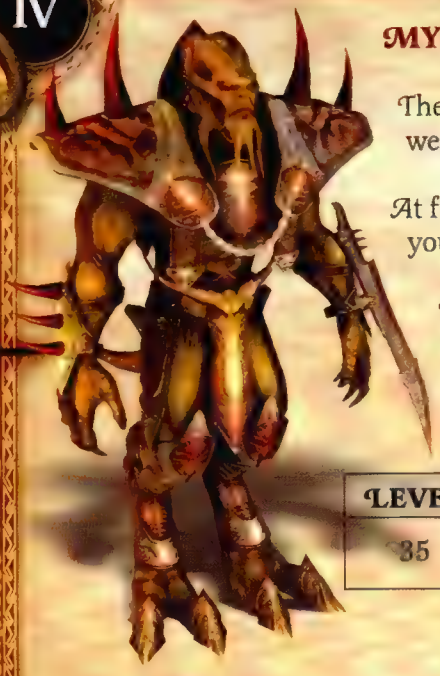
## MUMMIES



These powerful undead creatures can mostly be found in the crypts around Hatmandor and Cheznaddar. Their rotting bodies are wrapped in cloth, so they have no protection against Slashing weapons, but the smell emanating from them is usually enough to make their opponents backpedal.

They shuffle along slowly, so you can easily get out of their way. Direct contact, however, should be avoided, because their claws are often tipped with poison which can cause serious illnesses.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 10 - 20 | 1,640 -6,140 | Shock Damage | Tainted Heart, Mummy's Brain |



## MYRMIDONS

The Myrmidon is a colossus. Wt's almost 10 feet in height and has enough weapons to start its own armory.

At first glance you might think that this monster is sluggish and no danger to you - but it moves surprisingly fast in spite of its size and mass.

It's also very agile and will rush to attack anyone who has been rash enough to provoke it or one of its kind - and you better believe that it's no breeze when a Myrmidon attacks you! Myrmidons love to pulverize cliffs and heroes who have an exaggerated opinion of themselves...

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 35 | 18,515 | Bludgeoning damage, Poison Damage | Myrmidon Skull |

## NECRIS

The Necris are the spawn of the Necromancers and are mainly found in cemeteries and dark dungeons.

They're totally immune to Slashing damage, so go for a stout club - that's best for creating some nice heaps of powdered bone...

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 1 - 28 | 155 - 11,900 | Poison, Shock, Water , Frost, and Slashing damage | Necris Bone Marrow, Unbroken Necris Jaw |

## OAK GIANTS

At first glance, these ancient, now very rare Antaloorian creatures look like weathered old trees - but if a careless wanderer approaches too near one of these 'trees', the Oak Giant awakens and immediately attacks the intruder with its powerful, club-like arms.

There's a rumor going around that these deadly attacks can be avoided by lying down on the ground...but no one's ever come back alive from the forest and told that story!

There are different species of these giants of the forests - just what species you encounter depends on the kind of magic that brings them back to life.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 41 | 25,355 | Slashing damage, Bludgeoning damage, Shock Damage, and Poison Damage | Wood |

*Use weapons or spells based on Fire.*

## OCCULTISTS

These fanatics believe that their religion and beliefs act as armor. OK, it might not be very effective, but they certainly do pose a threat if they attack in large groups, because they're armed with simple weapons like clubs and machetes - and every one of them will fight to the death.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 20 | 4,090 | Water, Fire, and Poison Damage | various |

## OSTRICHES

OK, this bird might look like an overgrown turkey, but don't underestimate it - an Antaloorian Ostrich has a powerful and sharp beak, plus really muscular legs that it doesn't only use for running.

City dwellers can count themselves lucky that these huge birds prefer to live in hot, dry regions far away from settlements - because the Ostrich will attack anything that moves.

*Every kind of damage will succeed against the Ostrich - but speed can be your real trump card!*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 20 | 4,090 | No special resistance | Ostrich Feathers, Undamaged Ostrich Lung |

## PANTHERS

This wildcat is as black as the devil's heart - and as fast as lightning. The panther stalks his victim before attacking with razor-sharp claws and teeth - especially in the jungle regions. When a panther senses that its opponent is getting too hot to handle, it will melt back into the jungle as fast as it appeared.

Thanks to its attack and retreat tactics, you'll need to use patience in combat against this animal - especially as it attacks in groups...

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 5 | 130 | No special resistance | Cat's Eye, Cat's Heart, Furball |

## PARROTS

Parrots add a touch of beauty to the jungle region. These colorful birds are harmless. They're getting very rare now and have recently been added to the list of endangered species.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 1 | 10 | No special resistance | Parrot Egg |

## PHANTOM

A deathly embrace and six deadly spines that emerge from its back – the Phantom is the stuff of nightmares which has become reality in the form of this unholy life form.

In its embrace, a hero will first of all lose his sanity... then his life. Fortunately the Phantoms prefer to live in the depths of the Swallows, where they lurk in the darkest shadows of that dead land, waiting for unwary victims.

Take advantage of the Phantoms' weaknesses and make sure you have the right weapons if you have to fight them.

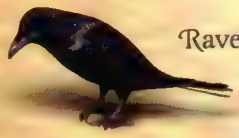
| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 33 | 16.475 | Everything except Slashing and Bludgeoning damage | Tainted Coupled Liver |

## PIGEONS

Pigeons are ugly birds. They pooh everywhere, live near human settlements and will even pooh on humans on occasion! (And now for a breath of avian knowledge... biologists call this bird a "synanthropic species", or "civilization follower"... Now that's good to know, huh?

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 1 | 10 | No special resistance | Pigeon Liver |

## RAVEN



Ravens are everywhere. They usually feed on corpses, but they'll sometimes target living beings.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 1 | 10 | No special resistance | Raven Feather |

## RHINOS

These behemoths of the Savannah love hot, dry climates. In spite of their size and really tough skin, they're actually quite weak, so their lumbering movements shouldn't prove to be any kind of threat for an experienced adventurer.

*Go mainly for Frost, Fire and Spectral Damage.*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 8 | 300 | Slashing, Bludgeoning, Poison, Shock Damage | Rhino Hide, Rhino Horn |

## SANGAIRE

When you eventually come across the Sangaire, you could be forgiven for thinking it's three different, totally bizarre creatures – but it's actually one single being. The Sangaire is three magical manifestations enveloped in a blood-red demonic sheath.

You'll encounter it during the "**Bound of Blood**" quest, which takes place deep in the cellars of the Brotherhood's headquarters near Hatmandor.

- The "Angry Sangaire" is resistant against Slashing, Fire, Shock and Poison Damge. Go for Spectral Damage and Frost Damage.
- The "Raging Sangaire" is resistant against all attacks – it will, however, show some slight chinks in its armor if you go for Frost, Fire and Spectral Damage.
- The "Calm Sangaire" is resistant against Bludgeoning, Spectral, Poison, and Frost Damage – but susceptible to Slashing, Shock and Fire Damage.

Manifestation I, "Angry Sangaire": Level: 6 / HP: 680
Manifestation II, "Raging Sangaire": Level: 9 / HP: 1,355
Manifestation III, "Calm Sangaire": Level: 11 / HP: 1,955

## SCAPULARI

The Scapulari were created long ages ago by Yatholen, the god of the sea.

The creatures have since built their small villages or camps on almost all the coastal areas in Antaloor. They defend themselves viciously and are supported in combat by their shamans, who can do almost anything with water magic.

*Use weapons or spells based on fire and shock.*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 25 | 9.515 | Water, Bludgeoning, Spectral, Poison Damage | Scapulari Brain, Scapulari Heart, Pearl |

## SEAGULLS

Well, well! Can you believe it? Seagulls sail through the sea air at the coast!

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 1 | 10 | No special resistance | Seagull Beak |

## SERPENTS

Serpents are powerful opponents, because they combine the combat attributes of snakes and humans. They are fast and courageous in battle but really sneaky when they attack.

The huge iron plating along their bodies provides them with almost perfect protection.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 28 - 35 | 11.900 - 18.515 | Water, Spectral, and Poison Damange | Snake Liver |

## SHAI T'HAN

These giant, thin-skinned hellions used to be very common in Antaloor - nowadays, however, they've become extremely rare, thanks to the catastrophe which led to the creation of the Swallows.

A few specimens have recently been spotted in Eollas, near New Ashos.

*You'll only encounter the rare Shai-T'han during the side quest called "Dead Lover" on Eollas.*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 18 | 5,000 | Bludgeoning and Poison Damage | Shai-T'han's Skin and Triple Lung |

## SLASHER

The Slasher is yet another demonic spawn of Verita. It has no hands at the end of its arms, just razor-sharp blades - and these are often the last things an opponent ever sees!

So if a Slasher targets you, getting out of there fast would definitely be one very logical option!

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 13 | 2,675 | Spectral Damage, Poison Damage, Frost Damage | Slasher's Eye<br>Slasher's Brain |

## ST'INGERS

Some adventurers will turn tail and run as soon as they see this beast. It's a ferocious Verita-generated monster with three legs and a seemingly endless tongue that shoots out of its head-like structure.

The Stinger is unbelievably fast and it can leap long distances too - so don't underestimate this beast.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 13 | 2,675 | Spectral, Poison, Frost, and Bludgeoning Damage | Stinger's Tongue, Brain, Stinger's Eye, Lung |

## STEEL GOLEM

Neither dead nor alive, these walking mountains of resurrected metal were always a rarity, and now you mostly hear about them in old wives' tales and stories told around the warm fires of the inns on winter nights.

But any adventurer who finds out for himself that a Steel Golem is much more than just a dead legend will soon realize that just one swing of this creature's almost indestructible, hammer-like arm can soon turn him into a bloody mass of flesh and bones.




*Go for Shock Damage!*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 20 | 6,140 | Slashing, Bludgeoning, Poison, Frost, Fire, Spectral Damage | Golem's Life Scroll, Lifeforce Crystal, Steel |

## STONE GOLEMS

So you think it's impossible to create living creatures from dead objects?

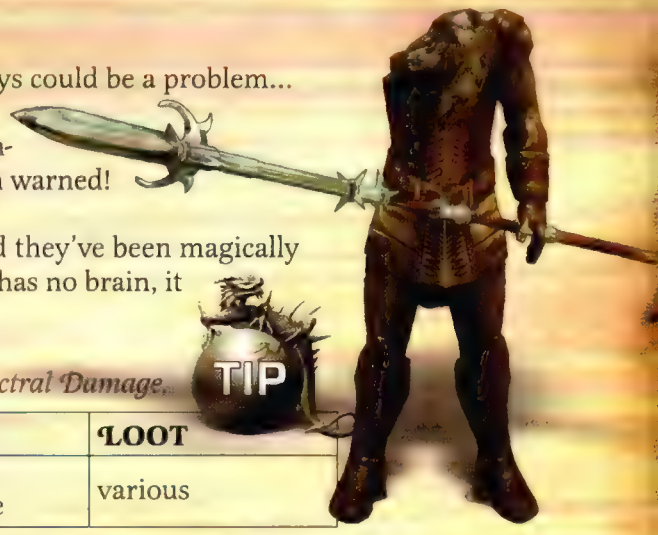
Well, don't try and tell that to a Stone Golem! These creatures were brought to life by an ancient spell - and they are a real challenge, even for experienced warriors.

Let's face it, who can defeat a walking cliff? Stone Golems are unbelievably strong and it's almost impossible to mete out damage to them. And once they get their huge bulks moving, you'll also find that they're not as slow as they look!

*Use Bladed weapons.*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 20 | 6,140 | Poison, Spectral, Shock, Water, Bludgeoning, Slashing damage | Golem's Life Scroll, Golem's Lifeforce Crystal |

## STONE SENTINELS



You wouldn't think that stone statues in dark passageways could be a problem... but when they suddenly come to life and viciously attack cave explorers, that's a whole new ball game, so if you're planning on visiting the dark depths of Antaloor... you have been warned!

These beings usually guard the tombs of powerful kings and they've been magically trained to protect those places of rest. Since a Stone Sentinel has no brain, it can't think - but that doesn't make it any less dangerous!




*Use Bludgeoning weapons or spells that will cause Fire or Spectral Damage.*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 22 | 7,400 | Poison Damage, Shock Damage, Water Damage | various |

## TAEDIUMS

Close your eyes and think of being bitten to death - now you have an idea what it will be like to face a Taedium. It's just a huge maw, filled with hundreds of enormous razor-sharp fangs.

You'll usually come across a Mother Taedium with her whole brood of little 'uns tagging along beside her. Watch out for the kids - their sheer numbers make them just as dangerous as the mother!

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 36 | 19,580 | No special resistance | Tainted Coupled Liver |

## TAILER

Tailers are tainted bugs that came into contact with Verita. Even if these monsters aren't exactly the fastest in Antaloor, they can be dangerous at a distance, because they can stab like lightning with their nasty sting.

Their organic armored plating also makes it very difficult to wound them.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 19 - 31 | 5.555 - 14.555 | Slashing Damage, Shock Damage, Poison Damage | Tailer's Tail Tip, Tailer's Poison Gland |

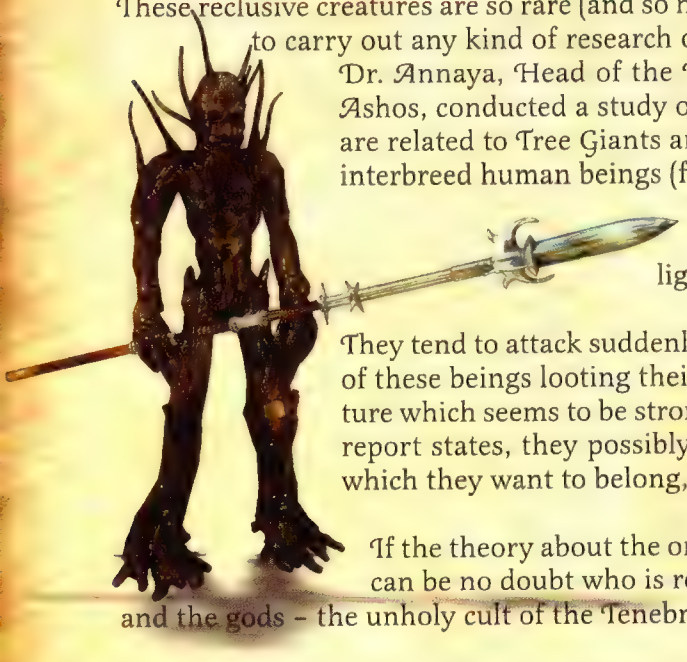
## TRACHIDIS

Trachids are the industrious slave worker of the Giant Mantis – but don't underestimate them because of their lowly position! When they're not trying to find food for their Queen, they just love to attack unwary travelers.

They learn from birth to die willingly for their Queen if they have to - and it's this do-or-die attitude, together with the fact that they attack in hordes, which makes them very dangerous opponents. Their bodies are also encased in a hard chitin shell, making them difficult to kill...

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 20 | 6,140 | Poison Damage, Bludgeoning damage | Trachidi Brain, Trachidi Heart |

## TREE PEOPLE



These reclusive creatures are so rare (and so hostile when you do find them) that it's almost impossible to carry out any kind of research on them – but one scientist succeeded in doing just that. Dr. Annaya, Head of the Biological Faculty in the Veneficus University of New Ashos, conducted a study of these creatures... and she believes that the Tree People are related to Tree Giants and are the outcome of ancient, forbidden experiments to interbreed human beings (forcibly) with Oak and other Tree Giants.

Tree People are treacherous, fast-moving and semi-intelligent monstrosities that look like miniatures of Tree Giants.

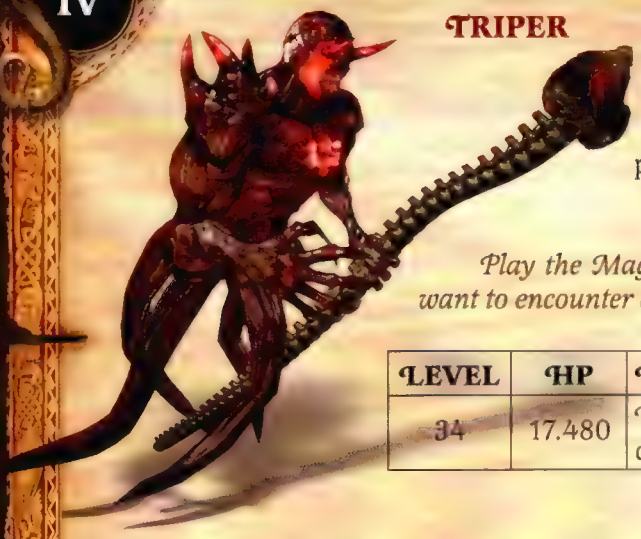
They tend to attack suddenly without provocation - and reports have even been heard of these beings looting their human victims. All in all, this is a very aggressive creature which seems to be strongly influenced by the human gene (and, as Dr. Annaya's report states, they possibly harbor a dangerous and bitter grudge against a race to which they want to belong, but which would never accept them).

If the theory about the origins of these half-humans and half-trees is correct, there can be no doubt who is responsible for this terrible violation of the laws of nature and the gods – the unholy cult of the Tenebrae.

Dr. Annaya's study identifies six variations of the Tree People, each originating from the essence of an elementary tree : Cedrus, Cerris, Larix, Quercus, Sorbus, Ulmus

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 16 | 3,980 | Poison Damage | Auras, Weapons |

## TRIPER



These bizarre, floating Demons with their terribly disfigured exteriors have nowadays become so rare that only one example of the species has been seen in all of Eollas.

TIP

*Play the Mages' Guild quest called "Brother's Chests" if you want to encounter a Triper.*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 34 | 17.480 | Everything except Slashing damage und Bludgeoning damage | nothing |

## UNGODLY COLOSSUS

This creature's name says it all - it's horribly huge, deadly dangerous and stunningly strong! No one really knows what an Ungodly Colossus is... because no one has yet survived an encounter with this being to tell his story.

If you can avoid this one, do it, otherwise just prefix 'adventurer' with the letters 'de'!

TIP

*Use Bludgeoning weapons. Spells are almost useless here.*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 34 | 17.480 | Everything except Slashing damage und Bludgeoning damage | nothing |

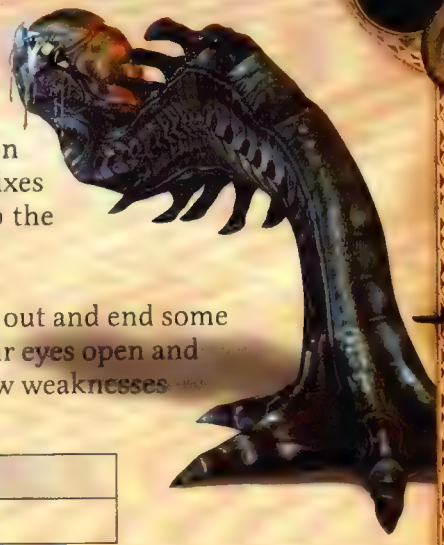
## VARNS

Varns, also known as Jackals or Jackal Beings, are a dangerous cross between human beings and jackals. They originate in the Drak'ar desert. Thanks to their relatively high level of intelligence, Varns can use very advanced weapons - and that makes them even more dangerous.

The Varn Shamans are also no strangers to magic. They fight in groups and surround their opponents. Varns like loot - but they like the flesh of their victims even better, and in most cases it's ingested directly into the food chain. Nice, huh?

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 8 | 650 | Shock Damage | Varn's mutated heart, Furball |

## VELOCIS



If a monster could kill by looks alone, the incredibly horrible appearance of this clawed worm would mean certain death for any adventurer who didn't turn away fast enough - but the Velocis depends on other methods to kill its opponents. Its huge head (which is all fangs) fixes on its victim with a vice-like grip, while the hugely powerful claws rip the flesh from the bones.
The Velocis is found mainly in the hot desert regions of Antaloor.
Well hidden, it lies in wait for its unsuspecting victim, ready to spring out and end some poor unfortunate's life. Adventurers would be well advised to keep their eyes open and their legs tensed up ready to run, because lack of speed is one of the few weaknesses this creature possesses.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 13 | 2.675 | regular weapons | nothing |

*Although these clawed worms are tough opponents, they're more susceptible to Fire, Shock and Spectral Damage than other forms of attack.*

## VESPINES

Vespines are actually wasps; but these creatures are enormous and they possess flight skills which give them great agility in the air. Their huge, poisonous stings have sent many an adventurer to an early grave.

Each swarm is led by a queen. When she's been killed, her followers can simply be shot out of the skies. Fire spells are great for burning through the thin membrane of their wings. Fight them with fire.

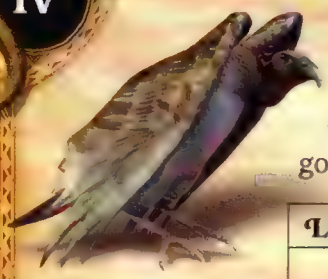
| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 13 | 650 | Poison, Bludgeoning, Slashing damage | Vespine Wing, Sting |

## VIDONS

The mysterious Vidons are usually to be found in landscapes which have been destroyed by the Verita experiments – so you'll come across most of the creatures in the Swallows.

Normally armed with a very sophisticated arsenal of weapons, these mutated human beings plan their attacks carefully. The Vidons' Mages and archers are also skilful long-distance attackers, so it makes sense to kill them first.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 25 | 9.515 | Poison Damage,<br>Spectral Damage | Tainted Liver,<br>Tainted Spinal Cord |



## VULTURES

Vulture colonies are mostly to be found in the dry regions, like the deserts and the savannah. Like the raven, you'll often find these birds near carrion - but they'll go hunting too if the opportunity arises.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 1 | 10 | No special resistance | Vulture Feather |

## WARTHOGS

You'll mainly find the herds of warthogs in the savannah. Although one of these creatures weighs in at up to 220 pounds, they can move very fast - they like to race head-on at an opponent and hammer into him at speed, causing a lot of Damage.

When they've knocked you down, their powerful tusks will usually finish you off.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 7 | 200 | No special resistance | Warthog's Fang, Warthog's Mutated Kidney |

## WEREBEASTS

Some adventurers might think they've seen it all... but they haven't come up against this monster yet!

The Werebeast's skin is as hard as a brick, its fangs can crunch their way through stone and it's as fast as lightning. Yep, this species is just made for killing. They usually leap onto the backs of their opponents and that gives them an advantage right away. So watch your back!

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 26 - 29 | 10,280 - 12,755 | Poison Damage | Werebeast's Hide, Werebeast's Spinal Cord |

## WOLFIENDS

The Wolfiend is a creature which seems to have come straight from hell. Your first impression might be that you're facing a pack of powerful wolves with red eyes, but a closer look will give you a good idea of the danger you're in!

These beasts are gigantic undead wolves with horribly long fangs. You have one chance of survival - and that's to stab deep into their ribcages, before they can bite you.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 39 | 22,955 | Bludgeoning damage, Poison damage | Wolfiend's Vein, Furball |

## WOLVES

Whether alone or running with a pack, these majestic hunters of the forest can survive almost anywhere, even in impassable and hostile regions.

Today the Wolf is very seldom seen – it avoids humans whenever it can, because it has learned that these beings mean death for its kind.

If it comes to a fight, the Wolf, in spite of its respect for humans, will fight to the death to defend its territory.

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 1 | 40 | No special resistance | Wolf Heart, Wolf's Vein |

## ZOMBIES

The undead trudge all over Antaloor - and since they're totally ignorant of danger, it would be wise not to underestimate them!

They mostly carry simple weapons as well. These creatures usually turn up at battlefields, or near cemeteries. Plenty of reinforcements there...

*Use weapons or spells based on Fire and Spectral Damage.*

| LEVEL | HP | RESISTANT AGAINST | LOOT |
|---|---|---|---|
| 9 – 38 | 1,355 – 21,800 | Poison, Shock, and Bludgeoning damage | Undead Thyroid |

# COMBAT

## THE SMALL MANUAL FOR HEROES

***Tips & tricks for a long heroic life in Antaloor***

If you want to maneuver through Antaloor effectively and successfully, then you should take some basic tips to heart, especially in terms of equipment and fighting. This will make playing the game much easier.

### INVENTORY MAINTENANCE MADE EASY

It is actually self-evident, of course, that you should always use the best possible pieces of equipment for your character. However, as one or the other will go down in the heat of battle, this basic strategy should be mentioned here again explicitly. Especially since you will frequently supplement your inventory or adapt it to the respective game situations in Two Worlds II. There are plenty of opportunities for this! That is to say, you should periodically check your character's inventory, to determine if weapons of better quality and other items should be used immediately.

The **direct comparison function** in the inventory window turns this job into child's play, thanks to the color distinction - green values signify an improvement to the applied weapon or armor.

By the time you have to deal with the numerous Varn camps in the desert of Hatmandor, you will have made a good haul so that the inventory accountability and equipment upgrade may take some time. This investment is worthwhile, however, and you will carry away a victory in future battles more easily.

With all collecting passions considered, you should, however, also bear in mind that your game character can carry only a limited number of items. If you open the inventory, you'll see a weight indicator down on the lower left.

The first number reflects the current weight of all carried objects (every object has its own weight value), the second number reflects the total weight that your character can carry at any given time.

This maximum weight is directly affected by the characters endurance.

By assigning respective skill points, you benefit not only from increased vitality (HP), but can also carry more luggage. Based on differences in character development, some heroes can carry more weight and thus more objects than others during the advanced stage of the game.

Typically, weaker characters must keep more order in their inventory than comparably stronger characters. This can also lead to situations where you simply have to leave valuable loot behind or disassemble it into its individual components.

As an alternative, heroes with low endurance can stop off only at dealerships to empty their inventory and fill the money bag - an effective method, if you have the necessary time and patience.

If you don't want to invest additional skill points in your hero's endurance, or abdicate the comfort of a large inventory, then fortunately, a number of possibilities remain at your disposal.

**Crystals** that increase endurance represent a long-term remedy.
These are yellow and can be purchased anywhere from a dealer or found in the remains of your enemies. Collect the "endurance crystals" and try to obtain particularly high-quality specimens by combining several similar crystals.

As a short-term solution, you can also use endurance potions, which you can easily and inexpensively create yourself by using alchemy.

Another way to store or secure surplus items is by using chests and horses. Generally, you can use all chests in the game for your own purposes. During selection, you should ensure that the chest is situated at a deserted location, if possible.

Simply store all objects, for which there is no space in your inventory, or which you would like to keep in the long-term, into the chest. You do not have to worry about your property since the non playable characters (NPCs), in principle, will not appropriate your property during the game.

Those who want to create a more flexible "**storage box**" should procure one or more horses from the Savannah. The animals' saddlebags are a great way to gather additional inventory.

You can even position the animals at strategic points throughout Erimos, thus having faster access to your treasures. Access to the horse's inventory is gained by way of the "**horse accessories**" symbol at the top left of the item inventory.

## BUYING AND SELLING OBJECTS

During your incursion through Antaloor, you can theoretically take or collect all items as long as you have the necessary inventory space to spare. Therefore, you should first take everything you can get your hands on and later examine your possessions in peace and quiet. But beware! If you examine a chest in a house, you should be sure that no one is nearby. Otherwise, the infuriated owner will call the town watch faster than you'd like.

*First merchant: Sokaris*

Basically, there are three possibilities that allow you to handle gathered objects: You can keep and use the object immediately in case it provides better values and characteristics than the object that your character used previously.

In addition, you can sell the object to a dealer if the objects values are too weak or the object is simply useless for your character, or break it down into its components to use the raw materials to upgrade your key equipment. Read more about object disassembling in the chapter "Advanced Forging - Crafting".

Dealers are special NPC's, characterized by a **coin pouch**, which can be found everywhere in Antaloor. They appear in large numbers, primarily in the cities of Hatmandor, Cheznaddar and New Ashos, however one or two dealers can also be found in smaller villages like Bayan or in guild headquarters.

You will have sufficient opportunities there to convert all unnecessary items into hard Auras coinage. Always visit dealers when your inventory is ready to burst. Personal teleportation platforms, in particular, are invaluable for such shopping interludes during an ongoing quest.

*Shops in Hatmandor*

Next to selling unneeded items, the stores also offer the opportunity to buy items, of course. At the start of your negotiations, you will first notice that there is a strong difference between sales prices and purchase prices, and that the prices are not always identical for all items.

For instance, a wheezy yataghan can be purchased for considerably less in New Ashos than from a hatmandorian dealer. Comparing prices can be worthwhile, especially for expensive items. Don't pay too much attention to bargain prices, though - you'll waste too much of your hero time otherwise, especially on goods in the low-price segment such as healing potions or lock picks.

Comparing is also worthwhile when selling the goods in your inventory. Here you can generate different levels of revenue from different dealers. You should also note that the sale price drops significantly when you sell the same item more than once through a dealer. The dealer will eventually only pay the minimum price because of excess supply.

If you want to get rid of a total of 12 war hammers, for example, then you should distribute the weapons over three different dealers - this way you can maximize your profits significantly.

## WHICH OBJECTS ARE USEFUL?

First of all, the answer to this question depends on which objects your character can use in general. It makes little sense to buy a bow, for example, if you haven't invested any points in Ranger skills.

As a rule: First take on all objects as long as your inventory or maximum inventory weight will allow it. Every object sold in a shop means hard cash and you can never have enough of that!

You should definitely keep useful objects such as crystals or superior grade equipment, or purchase these directly from a dealer, as these serve for the immediate improvement of your character. But don't worry!

After having played for a short time, you will quickly get the hang of it and be able to decide what is useful and what is not. Especially with more powerful weapons and pieces of armor, it is often better to diligently search through the inventories of defeated opponents or locked chests, as the procurement of such items from a dealer is often extremely expensive.

*Defeat skeletons for a good loot.*

Keep objects which you initially cannot use due to low skills or parameter points as well. If you play against a level 15 warrior and find an excellent weapon that cannot be used until level 21, or is bound to a particular skill level, you should still keep the object in your inventory until you are able to use it. You can also temporarily store these items in your personal chest on Alsorna to save space. In any case: The wise hero is ready and waiting!

The basic equipment for every Antaloorian adventurer includes **healing potions** that you always have in your baggage, and that you should also directly purchase from a dealer. Always carry a large stock, that is at least ten, preferably even more bottles of healing potions.

A hero's life can end very quickly without this precautionary measure - many warriors who thought they were immortal bit the dust faster than ever after being surrounded by a horde of zombies.

*Healing Potions*

In such dangerous situations, it is vital to have sufficient healing potions on hand, and that these are readily available on the hotkey-bar. The potions have no effect on the weight allocated inventory, so you can easily carry larger quantities of the life-giving bottles.

Note that small healing potions become increasingly ineffective as your level increases. As the game progresses, switch to larger and stronger healing potions and remember to adjust your hotkey-bar accordingly!

Another simple way to build vital energy is to visit a divine shrine. Depending on whether you worship Maliel, Throglin, Aziraal or Yatholen, you not only receive the corresponding bonus value, but also an immediate restoration of vitality and Mana.

Altars

For characters pursuing a magician's career, it is vital to include Mana potions, in addition to healing potions, in the inventory. The more the merrier!

In connection with the essential healing and Mana potions, you should also collect all plants, mushrooms, herbs and body parts that you will encounter during your hero's foray through Antaloor. After the next mastered quest, take a few minutes time to examine your loot.

Potions can be brewed in a flash for free mainly from medicinal ingredients such as lavender, termite eggs, varn's mutated heart, baboon's lung and screama badilla. You should always combine, for example, a medicinal plant with a passive ingredient, which makes the potion stronger or prolongs its duration. This way you will save precious ingredients!

Mana Potion

You will be able to increase your fortune dramatically with the collection of loot and the sale of objects during the advanced game process. If you have an overabundance of Auras, then you should intensify your search for crystals and skill books in the shop that will improve your main parameters, such as strength or blocking skills.

These items are relatively expensive, but offer an easy way to upgrade your character skills without having to use skill points!

Also, potions that give your character additional strength for a limited time period in a particular area are a worthwhile investment. You will be very glad to have some restorative or protective potions in your baggage to significantly increase a particular parameter at short notice should your character ever be attacked by a group of Vidons.

Incidentally, the game pauses when you switch to the inventory or skill menu. Therefore, you can select and activate the correct potion or magic ring in peace and quiet and make short shrift of your enemy, even during a heated battle!

## ARMAMENT PLANNING

An important task in equipment planning is deciding which weapons you want to allow your character to carry. You must first know that there are **seven different types of damage** in Two Worlds II:

1. Damage caused by sharp weapons
2. Damage from blunt weapons
3. Poison damage
4. Spectral damage
5. Shock damage / Lightning damage
6. Fire damage
7. Frost damage

Each weapon - whether bow, sword, club, staff, ax or spear can deliver no more than two types of damage, most weapons even only one - you can add a third type of damage only by using crystals.

Therefore, a conceivable constellation would be a twin ax, which distributes both sharp and blunt damage, complemented by up to six damage crystals of the same category; let's say, for example, fire damage.

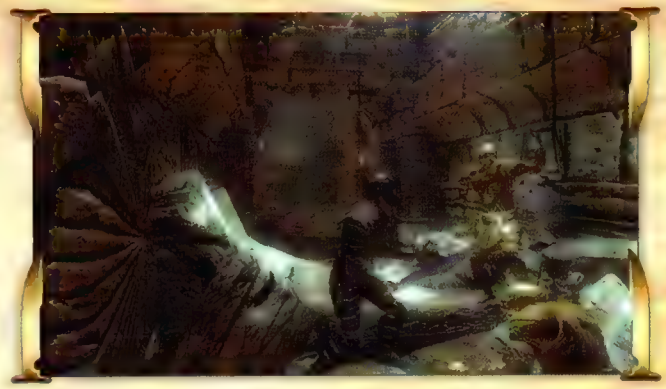
Find the complete summary of all types of weapons, their damage types and strengths, in the arms overview. Furthermore, you should keep in mind that many creatures are susceptible only to certain types of damage. Some creatures are immune to magic damage, for example, and therefore they can only be injured by a weapon that delivers bludgeoning or by cutting weapon damage. Other creatures, on the other hand, are immune to bludgeoning and cutting weapon damage, and therefore suffer damage only by an attack with a magic weapon. Which creatures are susceptible to which kind of damage and which individual creatures are immune to which damages can be found in the bestiary.

The consequence from this regulation with different damage types means for your "weapons planning" that you should have one weapon of every damage type each in your inventory as early on as possible, so that you can ward off all creatures as effectively as possible!

It is basically up to you if you'll permanently rely on weapons bearing a combined damage, such as the previously mentioned twin ax, or if you'll prepare numerous sets of weapons for different types of damage, and then, depending on the situation, switch between these with the hotkey during the battle. For rangers, it is also advisable to prepare at least one additional weapons set containing melee weaponry, next to the bow equipment.

At the beginning of the game, your weapons selection will frequently vary. You may promptly experiment with the various damage types in this phase, eventually choosing a preferred tactic after having played a number of hours. From this point on, you should combine your auras as well as the raw materials required for forging, investing only in your main weaponry.

Also remember to remove processed crystals from old weapons that are no longer needed.



Once you have found your main or favorite weapon, you should try to upgrade it as often as possible through metallurgical or weapons skills to obtain up to six slots for crystals.

Just three slots make it possible for you, for example, to use two 50 strength frost damage crystals, nearly doubling this effect through the use of a sealing crystal! Read more about this in the chapter "Advanced Forging - CRAFTING".

The same also applies for rangers, who have to invest their skill points in the "archery craftsmanship" skill upon reaching a certain level.

The situation is different for mages, as they rarely rush into a mêlée with their staff, relying rather on magic from a distance. Accordingly, magically gifted heroes should be sure to have attack magic of different impact classes in the hotkey-bar, or create individual enchant cards that combine different types of damage across three sections; for instance, a magic missile combining the effects of fire, earth and water.

## PREPARE YOURSELF - IF YOU CAN!

In addition to weapons, your character also requires other equipment to survive in Antaloor. Which objects are most effective differs from character to character. If you operate as a magician, you should, for example, keep watch for robes, hats, boots, surcoats and especially attribute crystals, which will increase your willpower. Also, additional resilience is extremely useful for mages, since they rely less on physical strength!

As a warrior, on the other hand, you should especially look out for damage crystals or strength crystals. Powerful armaments, including a heavy pot helmet, will help to survive in dense turmoil long enough to take the healing potion that is urgently needed. Even more so if you were smart enough to upgrade your armor as often as possible beforehand! You should also bear in mind that you need rare raw materials like leather, fabric or chain link for armor forging - a circumstance that should prevent you from immediately converting pieces of equipment into Auras.

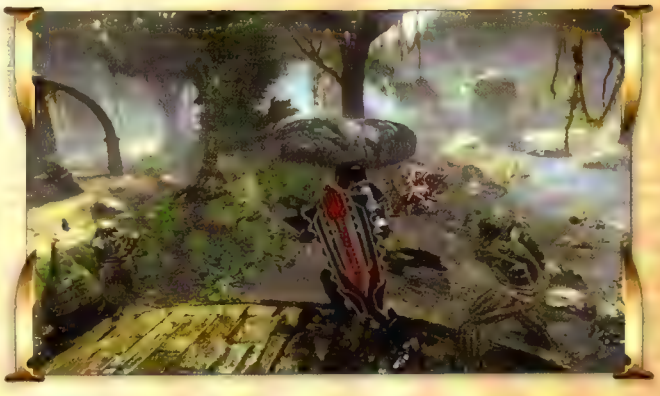
Furthermore, rangers should primarily be interested in crystals that increase accuracy - taking into account that armaments often bring a precision handicap with them.

In assembling your equipment, you should be sure to maintain balanced protection against at least two different types of damage. By default, pieces of armor will predominantly protect against damage from blunt or sharp weapons. Therefore, try to combine helmet, gloves, boots, armor and pants accordingly and supplement these accordingly with a surcoat or resistance crystals for additional magical protection.

The respective armor protection in the eight areas of damage, quantifies a number that corresponds to the hit points that this object offers in the form of protection in the relevant damage type. The properties of a piece of armor will automatically appear in a pop-up window when you select that item.

This is not limited to pieces of armor, however. If you find an amulet with a crystal, for example, which offers protection from magical fire attacks of 30 damage points and protection from cuts in the amount of 20 damage points, this means that 30 DP for fire mastery attacks and 20 DP of cut damages, inflicted upon your character by other creatures, will be absorbed. If you are attacked by a creature, that delivers a cut damage of 100 points per stroke, for example, then your character will lose only 80 life points, since the remaining 20 damage points will bounce off of the protection provided by the amulet.

In contrast, the delicate fabric of the mage robes and hats offers little damage protection.



Accordingly, each mage, who values his life, should show increased ambition with the procurement of protective crystals. Moreover, spells of varied impact types are indispensable.
Here, the aspiring adept should experiment with the limitless possibilities of enchant cards to achieve the desired effect.

The combination of any effect card with the card carriers "enchantment" or "area", complemented by a, or better yet, numerous protective modifiers, will pretty much lead you in the proper direction in card creation. The summoning of towering creatures, such as giant scorpions (effect "power" + carrier "summon") were found to be quite practical - already one to two of the barbed beings will block all passages, allowing a magician to launch his fire bolts, out of reach for opponents in the second row!

# Combat Tactics

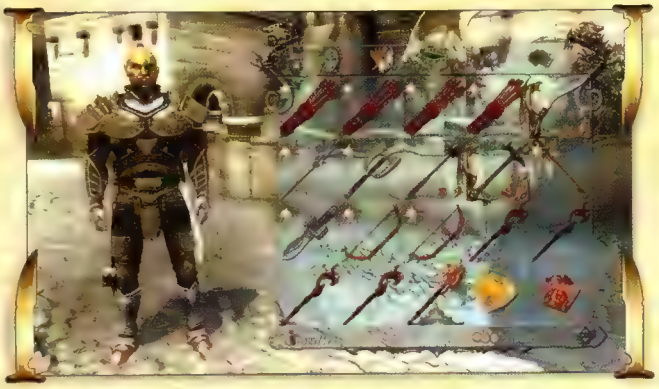
## COMBAT GENERAL

The Combat System in Two Worlds II can be as advanced or as simple as you'd prefer. Players can choose to execute sophisticated combos or simply hack and slash their way to victory. Whether choosing a Short Sword or Mage Staff, there is always a suitable weapon for any engagement.

And with the vast array of enemies lurking in the dark, forgotten corners of Antaloor, travelers would be wise to vary their skills, if only to be ready for any encounter. In fact, a proficiency in certain skills can often be the difference between life and death.

However, the choices made for the character development also bears consequences. A skillful fighter is well advised to orientate the development of his skills to his choice of weapons. Certain abilities, such as Blunt Force or Thrust Strike (in this case, suitable for the use with a blunt or sharp weapon, like a Morningstar or War Baselard) should be set at a high level.

On the other hand, a reckless berserker who rushes right into the turmoil, regardless of the consequences, is well advised to invest many skill points in passive protection abilities, such as a high endurance level and physical resistance.



Many combat specializations are common knowledge and can be learned through observing a skilled warrior but the more advanced skillsets require specialized instruction and many years of practice to master.

These ancient arts have been passed down for generations and scribed in the pages of Skill Books. Only those who study the weathered pages and subscribe to their teachings can hope to utilize the power and wisdom hidden beneath the ink.

Because of their invaluable nature, these Skill Books can be extremely expensive and difficult to find; for this reason, you'd be wise to save your Auras rather than squandering them on flashy wares or risky dice games.

The added benefits of a precision bow or a powerful spell are dwarfed if you don't possess the Skills to use them to their full potential.

But skills alone have not allowed even the bravest hero to survive in Antaloor for very long. The opposite is also true, of course: You can only apply or use a skill effectively in combination with the correct weapon - all points invested in the "Blunt Force" skill will be wasted if you switch from your favorite Morningstar to a Zweihaender (two-handed sword). The only person that can help now is the Soulpatcher!

So pay attention to the various genres that relate to the damage caused by blunt, sharp, as well as cutting edge weapons. You should still take a closer look at your weapon, especially in terms of your skills. Axes differ from clubs or bludgeons.

Even though both deal out blunt damage, you cannot carry out blunt force with an axe.

Weapons can deal Piercing, Slashing, or Bludgeoning damage. Certain special weapons can even deal added damage in the form of Poison, Spectral, Shock, Fire, or Frost. But different enemies have different vulnerabilities and it's important to be mindful of these weaknesses.

Even the most advanced weaponry bears little weight when combating an enemy with the right defenses. Thesame sword you used to slay a group of Varns might have a modest effect on a low level Necris because of the creature's resistance to Slashing and Piercing damage.

Rather than a sword, you'll find that the bludgeoning power of a mace, axe, or club is much more suitable for shattering the hard, brittle bones of the Necris.

With the right weapons, Skills, and strategy, you'll find that even the most battle hardened enemies will eventually fall in combat. Just remember, victory isn't achieved with good fortune or blessings from the gods. Fortune, good or bad, is merely a word that the ignorant use to justify an outcome which they don't fully understand.

The fact is there's no such thing as luck in Antaloor. Simply put, luck is the moment when preparation meets opportunity. And it is the well prepared who stand to take advantage of an opportunity when it arises.

## CLOSE QUARTERS COMBAT

Some circumstances require the use of close quarter combat. In these situations, you'll find that well developed skillsets, reinforced armor, a plethora of healing potions, and a variety of one or two handed weapons makes all the difference.

Preparation is key when dealing with enemies at close range. An escape route is not always apparent or available. Sometimes the only way out of a fight is through the chest of your opponent.

Different weapons have inherent combat styles and advantages. Depending on the circumstance, you may find it advantageous to utilize the range of a polearm or the added defense of a single-handed sword and shield combo.

The point is each weapon set offers a unique benefit to a given engagement.

**Single-handed weapons** tend to rely on their speed and versatility to get the job done.

This weapon type includes short swords, small axes, and light maces; all of which yield the added bonus of a weapon specific attack.

A warrior wielding a short sword can use his free hand to hurl a fistful of sand into an enemy's eyes "**Dirty Trick**", momentarily blinding his opponent and leaving the unsuspecting foe open and vulnerable to a quick attack.

Or one could call upon the blunt force of a mace and deliver a powerful blow to an enemy's skull, rendering the victim stunned and disoriented.

A talented warrior could even utilize the hooked inside edge of an axe to grapple an enemy's shield, stripping the foe of his primary defense.

More importantly, single-handed weapons can be dual wielded, paired with a shield, or compliment a torch for added versatility. Enjoy the weapon specific attacks of a mace and axe by simply pairing the two in combat. Make use of the added defensive benefit of a shield.

Not only will a sturdy shield increase your ability to fend off an advancing attack, it also provides added protection against arrows and projectiles; two things a simple defensive stance cannot deflect.

A shield can also be used for a Defensive Thrust, pushing back an overbearing opponent and giving you some much needed breathing room to formulate your next attack.

You can also compliment a single-handed weapon with your torch, using the flame to light your way or torch an enemy with **Fire Strike**.

**Two-handed weapons** lean more on range and power during combat. These weapons consist of long swords, large axes, heavy maces, and polearms. Although they pack a heavy punch, two-handed weapons tend to be a bit slower than their nimble counterparts due to their size and weight.

The long sword and polearm both allow the user to execute a Radial Barrage - an elegant radial attack impacting any and all surrounding enemies.on so manchem Helden das Leben gerettet hat.

Last but certainly not least is the **knife** and **dagger** class of weapons. These small blades can pack a powerful punch to an unsuspecting victim.

Crafted for ease of concealment, a sharp dagger can dispatch an enemy quickly and quietly.

But the tools of an artistic assassin must be skillfully put to use or the result could be sloppy. One wrong move can alert the target to your presence and with nothing but a dagger in-hand; you put yourself in a highly vulnerable position to an ensuing attack.

A watchful assassin must sneak through the shadows and quietly approach his enemy from the rear in order to execute a successful **Death Strike**.

Keep in mind that advanced opponents are more aware of their surroundings and subsequently will require a higher skill level in Sneak and Death Strike to assassinate.

## RANGED COMBAT

Some instances call for the finesse and precision of a ranged weapon such as a bow or casting staff. Bigger opponents can be difficult to get close enough for melee attacks. If you find yourself up against a large enemy find a vantage point and attack from a distance rather than risking a full frontal assault.

Ranged combat can also be a good way to wear-down an opponent's health from a distance while your foe scrambles to close the gap and move in for close quarter combat.

An archer with the right skillset can use a bow and quiver set to unleash a furry of bolts on an entire group of enemies, dispatching each one from a safe distance.

A skilled bowman can utilize **Field Mode** for a perspective view of the battle field. This provides a wide angle field of vision, making it easy to spot approaching enemies.

Field Mode also makes use of the convenient Auto-Targeting system, allowing you to lock onto to whichever enemy the hero is facing.

Once the Skills have been unlocked, Field Mode grants you access to Ice Arrow, Fire Arrow, and Multi Arrow.

Use **Ice Arrow** to freeze a rapidly approaching enemy, stopping your foe dead in his tracks and leaving them vulnerable to repeated attacks.

Or set your opponent ablaze by blasting him with a **Fire Arrow**, causing unsurpassed fire and physical damage.

And if an enemy gets too close for comfort unleash the added force of **Multi Arrow** – a buckshot type spray of bolts, deadly at close proximity.

For more precision based attacks switch to Sniper Mode and enjoy the "**eagle eye**" viewpoint for advanced targeting.

This provides a zoomed-in perspective of individual targets and allows for precise arrow placement, making it easier to engage long distance targets.

But remember to account for distance and gravity when firing at long range.

No matter how much force is used, an arrow will inevitably fall to the ground. Remember to aim high and arch your shots when attempting a long distance shot. Once the Skills have been learned, Sniper Mode grants access to Poison Arrow, Distraction Arrow, and Multi Arrow.

Use **Distraction Arrow** to strategically plant a diversion, capturing the attention your enemies and pulling them away from their post.

A simple distraction arrow can be as modest as a small explosion that insights the curiosity of nearby onlookers. More advanced distraction arrows can even spawn monsters that further take some of the heat off you and your position.

Or blast a foe with a poison laced arrow and watch as his health slowly deteriorates as his body succumbs to the toxin. And to target multiple opponents from Sniper Mode, utilize **Multi Arrow** to mark individual enemies and then release to fire a single shot, striking several targets.

Or for increased damage, mark a single target multiple times and send all bolts barreling in his direction.

Regardless of what skills you choose to specialize in, being well versed in the art of archery can be a strong compliment to any fighting style.

There's no better position on a battlefield than the one just outside the combat zone.

# CRAFTING
## ADVANCED FORGING

You know the situation well: Your beloved War Baselard, which has proven itself in dozens of quests, instilling fear into hundreds of monsters, is slowly getting on in age. You've already found a better weapon, but are too sentimental to have your faithful companion turned into scrap or sold off to the next best dealer.

*Scene change:* You pull through a dungeon in a plunderous rampage, dismembering one Necris after another into individual bone parts to the point that your inventory is about to burst with shields and clubs.
However, you don't feel like trudging back to the cave entrance to teleport yourself to a dealer to have your loot turned into gold there. Leaving the loot behind is, of course, out of the question.

There are practical as well as effective solutions for both situations: Swing the sledgehammer!

Certainly at some point, for better or for worse, the time will come where you'll have to part with a beloved sword or a particularly snazzy suit of armor, simply because you found a much better article.

And yet, the sustainable life expectancy of such a time-honored favorite can be prolonged considerably.

With an appropriately developed metallurgy or weapon forging skill, the damage value of said War Baselard can be doubled, for example. In combination with a number of damage crystals that you forge into the weapon by using a fusion skill, you will obtain a powerful weapon that can also compete with newer models.

To obtain the necessary raw materials for this, you should make a virtue of necessity and simply separate surplus objects into their individual components during large hauls and with a complete inventory in possession.

This saves space and at the same time, you'll gain iron and steel for your War Baselard.

You should, however, always keep an eye on your wallet during these segmentation orgies.

Disassemble only those items that you've collected dozens of times, or those that are simply of little value. Watch out for the anticipated raw materials - after all, you gain nothing by destroying a valuable wooden shield when you actually need steel.

In any case, you can never have an overabundance of resources in your inventory. This is especially true for **rare materials** and chain link that are required to upgrade pieces of armor. In particular, disassemble items like traveler's pants, magicians hats or surcoats to gain access to materials.

It gets a little harder with **chain link**, as these can principally only be gained from armaments. In this regard, you should consider whether upgrading your armor is important enough for you to acquire inferior, but by no means cheaper armor, only to disassemble it afterwards.

Less problematic is **leather**, which can be copiously won primarily from basic quivers. These can be easily obtained from Varn or Necris bowmen.

There should never really be a shortage of **iron**, **steel** and **wood**, so that your metallurgical efforts should first focus on the forging of weapons, bows and shields.

You can still turn towards a rather complex armor forging when your aura bag threatens to burst, uncertain where to put all that gold.

You should invest some skill points in fusion skills, in addition to your forging skills. If you upgrade your weapons and armor by 6-7 levels, you will quickly gain a number of additional slots for crystals.

This way you have the chance to equip your hero with over 20 crystals, in conjunction with the four rings and the amulet.

If you fill the available slots (according to your character) with attribute crystals (strength, willpower, accuracy, endurance), skill crystals (e.g. air mastery, multi arrow, thrust strike), as well as resistance and damage crystals, even a Reaper will bolt in light of your sparkling hero.

With increasing levels and wealth, you should specifically buy additional crystals to link these with equivalent pendants.

With damage crystals, always try to combine crystals of the same damage class with one another, that is forge about three damage crystals with fire effect into your weapon. This way you can increase the damage value of the weapon by over 150 points. If you now activate (provided an appropriate level of your weapon forging skill is given) a fourth slot through avid forging, and equip these with a sealing crystal, the additional damage value can almost double.

You should take this step at a much later time, however, in other words when you've found your main weapon and can be certain that you will not switch the weapon anytime soon. Otherwise, you run the risk of irrevocably forging valuable crystals into a weapon with an expiration date.

# MAGIC

***The origin of enchant cards...***

The system for dynamic magic, occultism and necromancy (**D**ynamic **E**nchantment, **M**agic, **O**ccultism & **N**ecromancy **S**ystem) determines the use of magic in Antaloor. The system bases on the use of magic amulets and painted cards, going back to only one gifted magician, who goes by the name of Renoir.

He must have found a method to capture the essence of things in his paintings. If he painted a lightning bolt, then the quintessence of this elemental power was spellbound on canvas, callable for those empowered in sorcery. No one knows to this day how he managed this stroke of genius, especially since his tragic end lies in the dark; most likely not passing his knowledge on to others up to his untimely demise. This conclusion seems reasonable as a new, undisputed enchant card has not appeared in Antaloor to this day.

As always, there are skeptics as to whether the knowledge had been lost together with Renoir or not. In any case, there is great interest in respective circles to elucidate his secret.

## THEORETICAL BACKGROUND

The Renoir card system bases on the five known schools of magic in Antaloor. They traditionally base on the four elements: Fire, water, earth and air. The fifth school is the result of the necromancer movement and predominantly bases on a new element whose mysterious appearance in Antaloor is shrouded in myths - Verita.

Enchant cards are effective only in conjunction with special amulets or, in other words, only when a card is placed in a free segment will it become an element of efficacious magic. Here's a quick overview of the three enchant cards which apply to the use of magic amulets in the event that you do not wish to consult the following tables in detail:

### CARRIER CARDS

They determine the basic type of spell. Six possible basic forms exist: Summoning, Area Spells, Altar Summoning, Magic Missiles, Enchantment and Magical Traps. See the table for carrier cards.

### EFFECT CARDS

You determine the exact execution of a spell depending on the magic school to which the card belongs to. This card determines whether a magic missile will inflict a fire or frost damage, or whether an area spell will spawn a shower of anvils or some other effect. See the effect cards table.

### MODIFIER CARDS

These modify the magic that arises from the combination of carrier and effect cards. Some modifier cards act together with the carrier card. For example, magic missiles can either ricochet off or seek their target through modifier cards. Other modifier cards modify the selected effect card. You can change the effect into a protective or damaging one. See the modifier cards table.

An amulet must combine at least one carrier and one effect card to create a spell. The modifier card is useful for most spell combinations. It is possible to stack cards of the same type on a spell amulet, thereby increasing the card's effect. The spell effect increases accordingly upon stacking multiple Fire Mastery effect cards. The stacking of carrier cards that correlate to one area will increase the effective radius of a spell.

The number of cards that can be stacked depends on your proficiency in the individual areas of magic. These can expand by applying the points from a level advancement to the more important mage skills "**Sorcery Artisan**" and "**Wisdom**". In addition, your level will play a role within the different classes of magic.

These classes are "**Fire Mastery**", "**Air Mastery**," "**Water Mastery**", "**Earth Mastery**" and "**Necromancy**." Again, you will have to invest skill points here to conjure up more powerful spells.

Each world must be in balance. For this reason, there are natural limits for stacking of enchant cards. The number of cards that can add up to a slot varies by card type. While you can stack up to ten fire cards, for example, you can use only one damage card per amulet.

## PRACTICAL APPLICATIONS

### *Developing a spell*

As already stated, it is necessary to store at least one carrier and one effect card on your magical amulet. First, you select an empty amulet and open it. Alternatively, you can also select a filled amulet and change its magic form.

Now all available carrier and effect cards are shown in the middle of the amulet window from which you can make a selection.

Once the first card of one type has been placed on the amulet, additional cards of the same type will be stacked there if you were to add more.

The use of modifier cards is not necessary in most cases, however can be quite sensible or necessary for a majority of spells. Read more about combining the three magic cards in the table "Enchantment in combination with modifier cards".

Not all of your amulet arrays will be crowned by success; you will immediately recognize by the gleam, however, whether your combination is in harmony with the laws of magic or not. You can be sure that your spell is ready once you have this visual confirmation. Faulty spells cannot be cast.
Close the amulet after you have finished creating your spell.

### *Casting a spell*

To be able to use a spell in the game, you must assign the finished magic amulet to a field in the toolbar.

You can then retrieve the corresponding action by way of the assigned key during the game, as long as your Mana is sufficient for the intended spell.

To cast a spell you must have first drawn a magic wand, pressing the attack button until the spell meridian is fully charged.

The spell can then be cast by releasing the attack button. The process will be terminated if you let go too soon.

### *The true power of magic*

So much for the design of a simple spell. The real trick is to activate a variety of spells in succession. In the chapter "Practical applications", you learned how to design a segment on the magic amulet. Spells can, however, unite up to three segments in an amulet. These are cast in direct sequence.

You begin as described above, creating an effective spell in one segment. You can then use the arrows to move the highlight to the second segment. You'll notice that the spots for enchant cards are empty again, since you have not yet placed any cards in the second segment. You'll recognize the first filled segment in the background.

Now you fill the second segment, paying attention to the same rules as before by using at least one carrier card with an effect card. Close the amulet once you are satisfied with your spell.

A simple example of a spell with two segments: Use a magical missile carrier card in the first segment, supplementing your fire and damage cards. In the second segment, use a carrier card for wide area fire and damage effects. This will give you the popular Fireball spell.

Here, the use of carrier cards in downstream segments depends on the carrier card from the previous segment. The number of carrier cards is limited, whereas the value is determined by your skill level in the "Knowledge" skill.

If you set up a spell within several segments, an effect card will not be needed within the first segments.

***Transparency:***

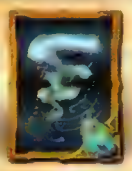
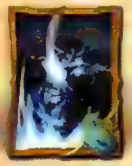
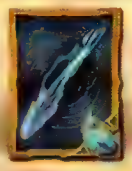
If you move the marker across the effect card, you will see what final effect a spell will have. Sliding the marker across the carrier card will show the effect of the entire segment. Moving the marker across the entire amulet will show you the sequence of the entire spell, whereby the effect of each segment will be shown in a new line.

## ENCHANT CARDS

### CARRIER CARDS

| IMAGE | NAME | DESCRIPTION | STACKING |
|---|---|---|---|
| | Altar | *Creates a magical altar (Earth Mastery is a prerequisite), which acts on all beings who visit the altar. Which effect ensues depends on the enchant card used that must be inserted into the next slot to create an altar spell.* | *An altar cannot be enabled without certain restrictions. Stacking altar cards will cause the number of possible invocations to increase before the altar eventually dissolves.* |
| | Area/ Surroundings | *Causes an area spell.* | *Increases the radius.* |
| | Enchantment | *Acts on a single entity.* | *Increases effectiveness.* |
| | Missile | *Shoots a magic missile.* | *Increases missile velocity.* |
| | Summoning | *Summons a creature to your side.* | *Increases creature level and thus the damage the creature can dish out. Improves creature health.* |
| | Trap | *Creates a magical trap whose effect is released during activation.* | *Stacking is not possible.* |

## EFFECT CARDS

| IMAGE | NAME | SCHOOL | DESCRIPTION | STACKING |
|---|---|---|---|---|
|  | Air | Air | *Effect depends on modifiers.* | *Increased effectiveness.* |
|  | Life | Air | *Effect depends on modifiers.* | *Increased effectiveness.* |
|  | Lightning | Air | *Effect depends on modifiers.* | *Increased effectiveness.* |
| | Creeper | Earth | *Effect depends on modifiers.* | *Increased effectiveness.* |
| | Earth | Earth | *Effect depends on modifiers.* | *Increased effectiveness.* |
| | Stone | Earth | *Effect depends on modifiers.* | *Increased effectiveness.* |
| | Fire | Fire | *Effect depends on modifiers.* | *Increased effectiveness.* |
| | Force | Fire | *Effect depends on modifiers.* | *Increased effectiveness.* |
| | Power | Fire | *Effect depends on modifiers.* | *Increased effectiveness.* |

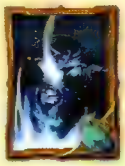
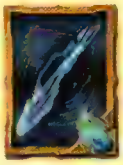
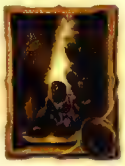
## EFFECT CARDS

| IMAGE | NAME | SCHOOL | DESCRIPTION | STACKING |
|---|---|---|---|---|
| | Corpse | Necro | *Effect depends on modifiers.* | *Increased effectiveness.* |
| | Decay | Necro | *Effect depends on modifiers.* | *Increased effectiveness.* |
| | Poison | Necro | *Effect depends on modifiers.* | *Increased effectiveness.* |
| | Ice | Water | *Effect depends on modifiers.* | *Increased effectiveness.* |
| | Psyche | Water | *Effect depends on modifiers.* | *Increased effectiveness.* |
| | Water | Water | *Effect depends on modifiers.* | *Increased effectiveness.* |

## MODIFIER CARDS

| IMAGE | NAME | DESCRIPTION | STACKING |
|---|---|---|---|
| | Bounce | *This card is used with a missile and bounces off opponents and walls several times before it self-destructs (and before the next magic segment is started).* | *Increases the number of bounces.* |
| | Damage | *This card is used together with an effect card. It reverses the effect into a negative one with potential damage.* | *Stacking is not possible.* |
| | Homing | *This card is used with a magic missile, which follows its target.* | *Stacking is not possible.* |
| | Protect | *This card is used together with an effect card. It changes the effect to a protective one.* | *Stacking is not possible.* |
| | Spray | *This card is used together with a missile. Numerous missiles are fired instead of just one.* | *Increases the number.* |
| | Time | *This card is used together with an effect card. The effect will last longer and potentially allow the spell to take on a new quality.* | *Increases the duration of effect.* |

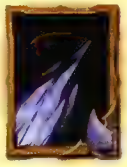
## ENCHANTMENT EFFECTS IN COMBINATION WITH MODIFIER CARDS:

| CARRIER CARD | EFFECT CARD | MODIFIER CARD | | | FINAL SPELL EFFECT |
|---|---|---|---|---|---|
| | | Damage | Protect | Time | |
| Random | Air | | | | *Scatters objects randomly through the area* |
| | | | | | *Makes invisible to the enemy* |
| | | | | | *Reduces damage from falls* |
| | | | | | *Delivers shock damage* |
| | | | | | *Results in a hail of anvils on the enemy* |
| | | | | | *Creates a tornado shield around the caster* |
| Summoning | | | | | *Summons a Vespine* |
| Random | Life  | | | | *Restores health* |
| | | | | | *Increases endurance* |
| | | | | | *Restores health for a certain length of time* |
| | | | | | *Delivers shock damage* |
| | | | | | *Increases the damage forced upon the enemy* |
| | | | | | *Revives the enchanted creature in the case of death* |
| Summoning | | | | | *Revives a creature* |
| Random | Lightning  | | | | *Creates a massive flash of light that blinds your enemy* |
| | | | | | *Casts light around the creature targeted* |
| | | | | | *Increases protection against shock damage* |
| | | | | | *Causes shock damage* |
| | | | | | *Causes shock damage for a certain period of time* |
| | | | | | *Converts a portion of the damage suffered into shock damage against the attacker* |
| Summoning | | | | | *Summons a jackal (Varn)* |
| Random | Stone  | | | | *Hurls stones at the enemy* |
| | | | | | *Hurls stones at the enemy for a certain length of time* |
| | | | | | *Increases resistance against physical damage* |
| | | | | | *Delivers damage through the use of blunt weapons* |
| | | | | | *Summons a shower of stones against the enemy* |
| | | | | | *Converts a portion of the damage suffered into damage by blunt weapons against the attacker* |
| Summoning | | | | | *Summons a Stone Golem* |

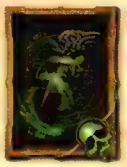
## ENCHANTMENT EFFECTS IN COMBINATION WITH MODIFIER CARDS:

| CARRIER CARD | EFFECT CARD | MODIFIER CARD | | | FINAL SPELL EFFECT |
|---|---|---|---|---|---|
| | | Damage | Protect | Time | |
| Random | Creeper | | | | *Reduces opponent's Mana* |
| | | | | | *Increases dealt out physical damage* |
| | | | | | *Increases resistance against physical damage* |
| | | | | | *Dishes out damage by sharp weapons* |
| | | | | | *Delivers damage by sharp weapons for a certain period of time* |
| | | | | | *Converts a portion of the damage suffered into damage by sharp weapons against the attacker* |
| Summoning | | | | | *Summons a wolf.* |
| Random | Earth | | | | *Withdraws all positive effects from the target (in %)* |
| | | | | | *Target receives resistance against harmful spells* |
| | | | | | *Increases resistance (with the exception of resistance to physical damage)* |
| | | | | | *Delivers damage through the use of blunt weapons* |
| | | | | | *Causes an earthquake (stones are hurled from the ground)* |
| | | | | | *A portion of your damage is converted into Mana, increasing your Mana pool* |
| Summoning | | | | | *Summons a Werebeast* |
| Random | Fire | | | | *Creates a massive flash of light that blinds your enemy* |
| | | | | | *Casts light around the creature targeted* |
| | | | | | *Increases fire resistance* |
| | | | | | *Dishes out fire damage* |
| | | | | | *Delivers fire damage for a certain period of time* |
| | | | | | *Converts a portion of the damage suffered into fire damage against the attacker* |
| Summoning | | | | | *Summons a Wolfiend.* |
| Random | Power | | | | *Regenerates stamina value* |
| | | | | | *Allows higher and longer jumps* |
| | | | | | *The damage suffered reduces the Mana value rather than the health by a certain percentage.* |
| | | | | | *Dishes out fire damage* |
| | | | | | *Hurls a part of the damage suffered back at the attacker* |
| | | | | | *Creates a force field allowing nearby objects to float* |
| Summoning | | | | | *Summons a scorpion* |

## ENCHANTMENT EFFECTS IN COMBINATION WITH MODIFIER CARDS:

| CARRIER CARD | EFFECT CARD | MODIFIER CARD | | | FINAL SPELL EFFECT |
|---|---|---|---|---|---|
| | | Damage | Protect | Time | |
| Random | Force | | | | *Scatters objects randomly through the area* |
| | | | | | *Increases strength* |
| | | | | | *Creates a shield that throws objects back.* |
| | | | | | *Dishes out fire damage* |
| | | | | | *Creates a black hole that sucks in objects, distributes fire damage* |
| | | | | | *Reduces damage inflicted on a target by a percentage* |
| Summoning | | | | | *Summons a Tailer.* |
| Random | Psyche | | | | *Scatters objects randomly through the area* |
| | | | | | *Increases accuracy* |
| | | | | | *The target will, with a certain probability, lose its orientation and with this the ability to attack* |
| | | | | | *Dishes out Frost Damage* |
| | | | | | *Target will, with a probability, execute a berserker attack on the nearest creature, regardless if friend or foe* |
| | | | | | *You have a specific opportunity to hypnotize a creature, drawing the creature to your side for an amount of time* |
| Summoning | | | | | *Summons a Stinger.* |
| Random | Ice  | | | | *Opens a lock* |
| | | | | | *Increases the damage suffered by an opponent (in %)* |
| | | | | | *Increases resistance to Frost Damage* |
| | | | | | *Dishes out Frost Damage* |
| | | | | | *Dishes out Frost Damage for a certain period of time* |
| | | | | | *Converts a portion of the damage suffered into Frost Damage against the attacker* |
| Summoning | | | | | *Summons a spider.* |
| Random | Water | | | | *Spawns dense fog, blinding the enemy* |
| | | | | | *Increases physical damage delivered by a percentage* |
| | | | | | *Allows you to walk on water* |
| | | | | | *Dishes out Frost Damage* |
| | | | | | *Drains water from enemies body. This leads to Spectral Damage* |
| | | | | | *Provides certain amount of resistance to all damage* |
| Summoning | | | | | *Summons a Scapulari* |

## ENCHANTMENT EFFECTS IN COMBINATION WITH MODIFIER CARDS:

| CARRIER CARD | EFFECT CARD | MODIFIER CARD | | | FINAL SPELL EFFECT |
|---|---|---|---|---|---|
| | | Damage | Protect | Time | |
| Random | Corpse | | | | *Restores health* |
| | | | | | *Reanimates a dead creature under your control* |
| | | | | | *Increases resistance against physical damage* |
| | | | | | *Drains target's life force, causing the victim to suffer Spectral Damage whereas you, as the spell caster, will be cured.* |
| | | | | | *Drains target's life force, causing the victim to suffer Spectral Damage whereas you, as the spell caster, will be cured. Works for a certain period of time.* |
| | | | | | *Attacking enemies are held in place* |
| Summoning | | | | | *Summons a skeleton (Necris)* |
| Random | Poison  | | | | *Cures poison* |
| | | | | | *Reduces damage inflicted upon a target by a certain percentage* |
| | | | | | *Increases poison resistance* |
| | | | | | *Dishes out Poison Damage* |
| | | | | | *Dishes out Poison Damage for a certain period of time* |
| | | | | | *Converts a portion of the damage suffered into Poison Damage against the attacker* |
| Summoning | | | | | *Summons an undead* |
| Random | Decay | | | | *Strips target of all effects. There is a certain probability that only adverse effects will be stripped.* |
| | | | | | *Strips target of all effects, providing a small amount of protection against spells.* |
| | | | | | *Increases resistance against Spectral Damage* |
| | | | | | *Dishes out Spectral Damage* |
| | | | | | *Dishes out Spectral Damage for a certain period of time* |
| | | | | | *Converts a portion of the damage suffered into Spectral Damage against the attacker* |
| Summoning | | | | | *Summons a Dark Knight.* |

## SPELL MASTER'S FAVORITES

| COMBINATION | EFFECT |
|---|---|
| *1. Missile + life* | *Simply deposit a few of these treasures prior to a major combat operation and run over them to heal yourself. This leaves you more time for the important things in life!* |
| *1. Missile + homing + spray + damage + effect*<br>*2. Enchantment + fire* | *For use in dark places! This way you can see your enemies better!* |
| *1. Missile + psyche*<br>*2. Enchantment + force + damage + time* | *Fire this missile to fabricate a pile of junk and also a black hole which will spread over the enemy.* |
| *1. Missile + spray*<br>*2. Summon + effect* | *Can't get enough of these.* |
| *1. Missile + homing + life*<br>*2. Enchantment + force + time* | *Rapidly increases the number of fallen enemies.* |
| *1. Geschoß + Ziellenkung + Leben*<br>*2. Verzauberung + Kraft + Zeit* | *Help a friend in need.* |
| *1. Missile + homing + life*<br>*2. Area/environment + force + time* | *Help all of your friends in need.* |
| *1. Missile + water + spray + homing + bounce*<br>*2. Enchantment + psyche + damage + time* | *Spreading a little chaos can save the day.* |

## SOULPATCHERS

Soulpatchers are sanctified and members of an old profession, that is entwined by myths. Their hidden skill is to perform a ritual that frees a soul in need of no longer needed ballast. In this procedure, they also influence the memory, evaporating no longer required knowledge, creating a new reservoir of skill points to distribute.

Soulpatcher in New Ashos

This gift that the soulpatchers have is highly appreciated in Antaloor. It allows them to re-distribute previously distributed skill points and to invest them differently in individual talents.

The abilities of the soulpatchers are based on white magic and serve the good of mankind. However, when they use them, it is still a little scary for many adventurers. The brief moment of epiphany actually goes along with a temporary feeling of vertigo, but it is completely harmless and without any undesirable side effects.

These days one will rarely come across a soulpatcher in Antaalor. The guild definitely has recruiting problems. The pool of candidates is clearly in decline compared to earlier times. There are no findings about why this has developed like it has. Presumably, the fate of other guilds, who are persecuted by the government, plays its part in fewer adepts being attracted to this path of life. Especially as the mood of the population, as to the unknown, can easily turn in these times.

Man erkennt Seelenmeister an ihren traditionellen Tattoos, die sie gut sichtbar im Gesicht tragen. Meist halten sie sich in der Nähe größerer Städte wie Hatmandor und New Ashos auf.

Soulpatchers can be easily recognized by their traditional tattoos, which they wear visibly on their face. They usually keep close to major cities such as Hatmandor and New Ashos. They may work for the good of mankind, but they are not to be confused with a charitable society. For the treatment by a master, one must shell out an average of 500 Auras. No small amount ... it takes a lot of work to come up with that kind of money, but the customer satisfaction speaks for itself.
The services of the soulpatchers are definitely worth the money.

Close-up Soulpatcher

Soulpatchers do not advertise their services, but an adventurer, looking for soul renewal will find them inside the walled Mages Guild in Erimos. The Great Hall of the University of Veneficus in New Ashos is a promising place to go to. The Soulpatchers prefer to spend their time near the statue of the founding father of the University of Veneficus.

**NOTE:** In multiplayer mode you will encounter more Soulpatchers than in single player mode. If you feel the need for soul renewal, you will find it in the following chapters:

- Chapter I: The Road to Vokar
- Chapter II: The Fountain of Wisdom
- Chapter V: Ka'rath Jungle
- Chapter VII: The Marshland

# TRAPS

You will encounter a wide variety of traps on Antaloor.
There are, for example, retentive holding traps. These primitive traps are produced and used primarily by Groms. They come in two basic versions, the small holding trap and a larger version, simply called holding trap. The Groms that you sometimes spot around the campfire are working hard on new versions. So up to this point, six types of the advanced traps are known in Antaloor.

You shouldn't underestimate these hidden annoyances of inattentive vagrants - the best assassins can occasionally fall victim to the rudimentary devices.

Fixing an opponent simply isn't enough for some. Fortunately, there is a large repertoire of traps from which the insatiable may choose from.

The advanced holding traps, quasi the big sisters of the holding traps, have some advantages. Pain, poisoning and other malignancies will befall your enemies while you watch from a safe distance, leaving the weakened enemy walking about in the minefield.

The advantage here is the fact that you can use these traps, as well as their little sisters, numerous times. The different versions include Spike Trap, Blade Trap, Hammer Trap, Poison Trap, Ripper Trap, Poisoned Blade Trap, Hot Iron Trap and the Sharp Icicle Trap. As you can see, basically everything and anything has been built into the painful torture tools.

If the advanced traps are the big sisters of the holding traps, then the explosive traps are their fathers. Holding traps and advanced traps are not very strong in effect, but can be used numerous times. The powerful explosive traps provide only one large BANG - but a bang powerful enough to cover a wide area.

Whether you are using a "normal" or a big bomb, a Nail or a Blade Bomb, a Fire, Poison or Ice Bomb, your opponent will most likely not get up again afterwards.

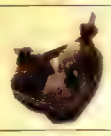
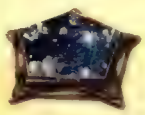
Granted, the bomb might not only rip the enemy's body to pieces, but in doubtful cases, it might rip yours apart as well. Taking cover is therefore more than recommended. In addition, it destroys itself, so it can only be used once.

Someone like you, who sets traps in his sleep, will experience great pleasure on the "**Kaboom!**" quest. You may test the latest invention of the Giriza alchemists on a living object here. Such dangerous bombs are entrusted to the best trap setters only. But no worry - you will have sufficient time and victims to practice with until your arrival in New Ashos.

## HOLDING TRAPS

| IMAGE | NAME | REQUIRED LEVEL | HOLDING TIME (SEC.) | DAMAGE | | | | |
|---|---|---|---|---|---|---|---|---|
| | | | | SHARP | BLUNT | FROST | FIRE | POISON |
| | Small Holding Trap | 1 | 10 | 30 | 27 | 0 | 0 | 0 |
| | Holding Trap | 2 | 13 | 60 | 55 | 0 | 0 | 0 |
| | Advanced Holding Trap | 3 | 17 | 120 | 110 | 0 | 0 | 0 |
| | Advanced Holding Trap | 4 | 20 | 240 | 220 | 0 | 0 | 0 |
| | Advanced Holding Trap | 5 | 25 | 480 | 440 | 0 | 0 | 0 |
| | Advanced Holding Trap | 6 | 30 | 900 | 825 | 0 | 0 | 0 |
| | Advanced Holding Trap | 7 | 35 | 1500 | 1375 | 0 | 0 | 0 |
| | Advanced Holding Trap | 8 | 40 | 1800 | 1650 | 0 | 0 | 0 |
| **SPECIAL TRAPS** | | | | | | | | |
| | Spike Trap | 1 | 0 | 220 | 0 | 0 | 0 | 0 |
| | Blade Trap | 2 | 0 | 480 | 0 | 0 | 0 | 0 |
| | Hammer Trap | 3 | 0 | 780 | 0 | 0 | 0 | 0 |
| | Poison Trap | 4 | 0 | 225 | 0 | 0 | 0 | 720 |

## EXPLOSIVE TRAPS

| IMAGE | NAME | REQUIRED LEVEL | HOLDING TIME (SEC.) | DAMAGE | | | | |
|---|---|---|---|---|---|---|---|---|
| | | | | SHARP | BLUNT | FROST | FIRE | POISON |
| | Nail Bomb | 1 | 0 | 225 | 165 | 0 | 0 | 0 |
|  | Bomb | 2 | 0 | 0 | 550 | 0 | 0 | 0 |
| | Fire Bomb | 3 | 0 | 0 | 800 | 0 | 400 | 0 |
| | Poison Bomb | 4 | 0 | 0 | 1200 | 0 | 0 | 600 |
|  | Ice Bomb | 5 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Blade Bomb | 6 | 0 | 3000 | 0 | 0 | 0 | 0 |
| | Heavy Bomb | 7 | 0 | 0 | 2750 | 0 | 0 | 0 |
| | Hell Unleashed Bomb | 8 | 0 | 0 | 3000 | 1500 | 0 | 0 |

## SPECIAL TRAPS

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | Ripper Trap | 5 | 0 | 1500 | 0 | 0 | 0 | 0 |
| | Poisoned Blade Trap | 6 | 0 | 1040 | 0 | 0 | 0 | 800 |
| | Hot Iron Trap | 7 | 0 | 1000 | 0 | 0 | 1200 | 0 |
| | Sharp Icicle Trap | 8 | 0 | 875 | 0 | 1750 | 0 | 0 |

# THE OCULUS

An Oculus is a unique and powerful artifact which can grant you insights which otherwise would be out of your reach. According to the scientists of Antaloor, it is the ethereal aura of a disembodied eye, which, unseen by others, glides through the air according to its owners will, penetrating even the smallest gap as best as possible, simultaneously sending all recorded information instantly to its master's cerebral cortex.

This may sound complicated, but it's easier than it sounds. If you place such an artifact on a hotkey, you will see everything that is revealed to the spiritualistic eye.

Conveniently, no one can catch you while spying since the eye is invisible. You should try not to let your jaw hit the ground, let alone drool while using the eye, as this will raise a certain amount of doubt in passers-by's minds, or at least cause them to shake their heads in disbelief.

As a harmless spy, you will primarily make use of the **normal Oculus**. It can be used as often as desired, and will fly 70-100 meters in distance. The Oculus will always find its way back to its owner once the connection between the user's eye and the Oculus has been established.

*Oculus perspective*

On occasion, you'll come into possession of an **Oculus Infernus** or **Oculus Draconis**.
The capabilities of these artifacts go far beyond that of a normal Oculus.

They are magical missiles that cause great damage to their intended target. If nothing else, this is the reason why these objects are so rare, because they are destroyed in these attacks.

Their creators, as well as the creation rituals of the Oculus, have long been eradicated from the face of the earth.

If you decide on a visual excursion that does not trigger the inherent Oculus weapon, the eye will return to you to patiently wait for its next assignment.

When you were little, you sometimes heard people whispering about the Oculus; horror stories that had to do with its genesis... So you can't help but wonder sometimes what deplorable creature had painfully left its life for this Oculus, the Oculus with which you just unheedingly sent an "enemy" to its death?

Was it a dragon, as the name implies? Is it one of those proud creatures who have been regarded as extinct for the longest time now? Was it an Orc?

An ancestor of Rogdors, Nortars, or even Dar Pha's, which wreathed itself under the blades of the Tenebrae, until it could no longer keep its consciousness within the body? Or was it even an Elf?

One of the miraculous creations of Antaloor, a dream come true, slim in shape and graceful in motion. Did its white skin slowly whither in the priest's torture chambers until the live body extraction was executed?

There are adventurers, who bury the Oculus in memory of their victims. On the other hand, others have made it their mission to destroy the Oculus, to finally rid the world of these unholy artifacts. They fear the unknown capabilities that the Tenebrae may have built into the Oculus.
The fact that the degenerate artifact of a cruel cult can gain access to the brain is reason enough for these people to distrust all those who have ever had anything to do with an Oculus.

Scientifically proven facts for the rational reader can be found in the book:

***From: "Of Ancient Artifacts",***

compiled by Fatria of the Basileys:

*Centuries ago, the Tenebrae, a now-forgotten cult of warrior-anchorites devoted to the Dark Arts, first created these unholy objects and mastered their use.*

*The Tenebrae would seek out and hunt down members of different races known for their keen eyesight - dwarves, elves, even dragons. Once captured, the victims' eyes would be removed for later transformation into the Oculi in their dungeon workshops.The races targeted by the monks feared not only losing their eyes, but namely the ritual which the Tenebrae practiced during the removal process. They were convinced that for the artifacts to work properly, the victims had to be alive and conscious while their eyeballs and nerve endings were slowly and meticulously being scrapped from their sockets.*

*Pain, the monks believed, would purify the subject's senses and bring him or her to the edge of agony and as close to Light and Darkness as possible, thereby enhancing the strength and endurance of the Oculus. For that reason, the Tenebrae also trained themselves in the techniques of torture and developed their own methods and unique instruments, with which to inflict maximum pain and prolong the victims' anguish, while preserving their life for as long as possible.*

*The monks paid close attention to these practices, for an incorrectly prepared Oculus could blind its user or drive him to insanity and a life of constant hallucinations, the only escape from which being death. The cult was said to have manufactured thousands of those potent and highly illegal items, in several types, among which the rarest, most powerful and highly priced was the Oculus Draconis, made of a dragon's eye.*

*It is said that those who used an Oculus would experience an instant change in view and an unworldly aura, as the eye would connect with their minds and wait to be moved and manipulated. Little is certain, however, for the Tenebrae, having eventually made one enemy too many, were wiped out long before the dawn of the Second Age. Nowadays, they are but a distant memory with only fragments of their malignant art remaining, written down in ancient manuscripts and secretly studied by those looking to darkness for enlightenment..."*

# ALCHEMY

The alchemy system allows you to choose from the many ingredients you can find throughout Antaloor to brew a whole cellar full alchemist potions of various effects.

Ingredients can thereby be plants or mushrooms that you simply pick up along the roadside, or body parts or organs, which you can find in the remains of vanquished monsters.

Depending on the type of potion, the following effects are possible:

- Instant Mana renewal
- Immediate renewal of life force
- Temporary resistance against cold / fire / lightning / poison / spectral damage
- Temporary increase in strength / endurance / precision or willpower
- Instant detox
- Temporary invisibility
- Temporary diversion effect
  (damage taken is reduced by a certain percentage and deducted from the Mana reservoir rather than life force)
- Temporary retaliation effect (attacker takes a portion of the damage he inflicted)
- Immediate resurrection
  (the effect remains active for a specified period; hero is immediately brought back to life again, when death occurs)
- Temporary increase in the ability to jump
- Temporary ability to walk on water

In addition, some additional ingredients enhance or change the main effect of a potion:

- The duration of a potion is extended
- The effect of a potion is amplified
- The effect of a potion is changed
  (e.g. conversion of therapeutic effect in Mana effect or resistance to fire damage instead of resistance to cold damage)

The strength of a potion principally depends on the type and number of the ingredients used. The more rare and difficult to obtain the ingredient is, the more powerful the effect will be. For example, the strengthening complementary effect of a Demon's Heart is a lot more intense than for instance the blood vein of a relatively easy to slay wolf.

You can also "stack" multiple identical ingredients over each other to enhance the effect, or combine different ingredients with the same effect to get an extra bonus effect.

It takes a skilled alchemist to assess the likely effect and to be able to find the right ingredients. For the beginning of every alchemist career, one thing is true: The proof of the pudding is in the eating! Simply explore the game world. Solve quests and start by collecting, in the truest sense of the word, "in passing" anything growing along the wayside first, or whatever any animalistic or monstrous enemy troops left behind. After a while, check out the alchemical treasures you have found and go for it!

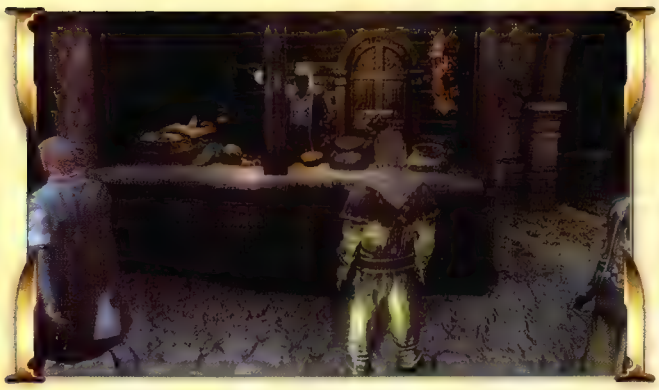
You should be aware that the combination of many different ingredients could cause some effects to fade in contrast to the main effect of the most potent ingredient.

So rather, concentrate initially on producing relatively simple potions using one main ingredient, and one additional ingredient. Fast healing potions will soon become a true classic in your brewery. Every hero should have them in stock.

Especially in the first chapter, you should preferably hunt for Varns, whose mutant hearts are real life donors. In combination with the fangs of warthogs (extended duration) or angelica (strengthening) you will quickly have a large supply of healing potions. It is best to save frequently used recipes immediately in order to be able to produce the desired potions with a minimum time effort in the future (also, alchemists are known to not have a particularly good memory).

***Magically gifted heroes*** should throw their fireballs on giant ants and baboons, since the ant's modular brain increases their willpower (+ 20%) the baboons' lungs will renew the Mana (by adding 1,000 points). In addition, the baboon tongue is also a very useful additional ingredient!

***Rangers*** should look out for ostrich lungs (+10%), anemones (15%) and flagellum (+ 20%) to temporarily increase their precision.

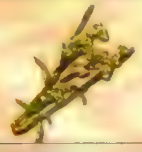
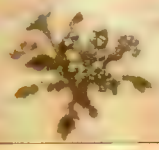
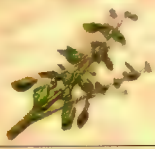
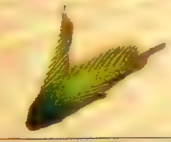
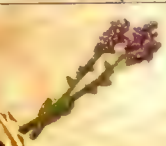


Of course, life as an alchemist is also ideal for filling your aura bag by selling your products to distributors, or in multiplayer mode, for hard cash or trading them for other items.

Especially if you have invested a corresponding number of skill points in your alchemy ability, other players will be licking their fingers for your powerful potions.

*In multiplayer mode, potions can give you a real advantage! Search, for example, especially in marshes (mission "The Sarcophagus" in the adventure mode) for medicinal herbs such as lavender or blue eye - you'll find great wealth in it.*
*Also make good use of invisibility potions (produced inter alia with master's finger or spider eyes) to be even more relaxed when going out to find ingredients - or without the burden of skirmishes when approaching certain chests!*

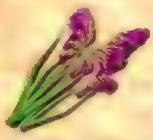
## ALCHEMY INGREDIENTS: PLANTS

| IMAGE | NAME | DESCRIPTION |
|---|---|---|
|  | Yellowroot | *Yellowroot is easy to find because of its height and bright yellow petals. Generally, you can see the plant from afar. The powdered herb can work wonders, and will allow a sharp increase in life force for a short period.* |
|  | Hemlock | *Hemlock is a typical meadow plant that can be found everywhere on the open fields of Antaloor. It's hard to spot because it's not very large. The search is worth it, however, as consumption will increase a potion's effect.* |
|  | Screama Badilla | *The Screama Badilla is a lanky wild flower with small white flowers. Consumption of the inconspicuous flowers gains Mana points.* |
| | Bloatroot | *Bloatroots stands out because of the purple-colored flowers. The terrestrial plant grows in marshes and meadows. The search is worth it, because taking it has a beneficial effect.* |
| | Hot Rot | *The Hot Rot grows mainly in areas close to meadows near water. The large-leaved plant increases power.* |
| | Spurge | *The Spurge plant is similar to the Yellowroot, the leaves are slightly different in color. You'll find it in the grassy areas all across Antaloor. The intake strengthens will power and thus Mana considerably.* |
|  | Ostrich Plumes | *This fern-like plant is found mainly at the edges of wetlands and forests. The Ostrich Plumes loves shady spots, where it is easy to find due to its intense color. Crushed leaves are used for a brief increase of life force.* |
| | Blue Eye | *The Blue Eye is one of the most beautiful flowers in Antaloor's Flora. The bright blue, star-shaped flowers and bushy undergrowth sting the eye even from a distance. The flower grows in almost all areas with regular rainfall. It has a strong healing effect.* |
| | Adder Brother | *The Adder Brother grows in the open grasslands of the steppes and catches the eye rapidly due to its high, tapered growth. The small, slightly reddish flowers make the plant unmistakable. The very rare plant is notoriously famous for its poison healing effect.* |
| | False Shoes | *The common False Shoes grows primarily in open meadows. The flowers have red and white blossoms that often perish in the high grass. The rare plant alters the effect of a potion.* |
|  | Lavender | *The strongly fragrant lavender blooms especially at the rims of meadows and fields. It is rarely found in damp areas. It can hardly be overlooked because of its bright purple flowers. It develops a healing effect when taken.* |

## ALCHEMY INGREDIENTS: PLANTS

| VITALITY | ACCURACY | WILLPOWER | STRENGTH | MANA | HP | DURATION | POTION | DAMAGE | MISCELLANEOUS |
|---|---|---|---|---|---|---|---|---|---|
| +10 | — | — | — | — | — | 90 sec. | | — | — |
| — | — | — | — | — | — | — | effect +15% | — | — |
| — | — | — | — | 250 | — | — | — | — | — |
| — | — | — | — | — | 750 | — | — | — | — |
| — | — | — | 10 | — | — | 90 sec. | — | — | — |
| — | — | — | — | 750 | — | — | — | — | — |
| +20 | — | — | — | — | — | 90 sec. | — | — | — |
| — | — | — | — | — | 1250 | — | — | — | — |
| — | — | — | — | — | — | — | — | — | Removes the toxic effect of poison if the hero is poisoned. |
| — | — | — | — | — | — | — | — | — | Changes the effect to a different one of similar nature. |
| — | — | — | — | — | 1000 | — | — | — | — |

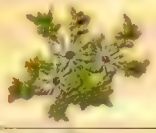
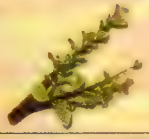
## ALCHEMY INGREDIENTS: PLANTS

| IMAGE | NAME | DESCRIPTION |
|---|---|---|
| | Tongues | *Tongues, with its bright yellow flowers, can be found primarily in the vicinity of rivers. The small flower also prevails in marshy areas. It is often obscured by larger plants and is therefore hard to find. The flower has a positive effect on strength.* |
| | Paturin | *Paturin is very popular with herbalists based its restorative effects. The lanky shrub, with its white flowers, is hard to miss. The plant is unpretentious and will grow especially in the higher plains and in the vicinity of dry regions.* |
|  | Swordleaf | *One of the most notable plants on Antaloor is the Swordleaf. The Swordleaf is clearly visible from a distance because of its long stems and its large, purple flowers. It is located mostly on slopes and at higher altitudes with little vegetation. Swordleaf has a strengthening effect.* |
| | Traveller's Joy | *Traveller's Joy is mainly found on rocky slopes as well as in dense hedges. The delicate white flowers are its trademark. The plant strengthens life force when consumed.* |
| | Centaurium | *This flower gets its name from its numerous, pale pink flowers. Sparse forests and open meadows are their primary habitats. Centaurium is often found in small groups there. The flower has a positive effect on life force.* |
| | Saffron | *Saffron is valued for its excellent dyeing properties. The flowers are a whitish color at first and later change into several rich colors. The plant, which grows primarily on meadow landscapes at higher elevations, finds many takers for medicinal purposes. Saffron can reduce fire damage.* |
| | Northern Frostroot | *Northern Frostroot is characterized by large, bell-like flowers found at the end of the long flesh-colored stems. The area of distribution extends over the whole of Antaloor, at least everywhere where there are forests. The plant has a positive effect on willpower.* |
| | Forest Burnhand | *The Forest Burnhand - as the name suggests - is a typical forest plant that loves damp and shady places. The narrow, flower-free growth makes it hard to find. Properly applied, the Forest Burnhand has a prolonging action on effects.* |
| | Foxglove | *The Foxglove, in its shadowy environment, is notable based on its bright yellow, grape-like flowers. The plant loves dense forests and is found mainly at the borders. The Foxglove can reduce shock damage.* |
| | Diptame | *Diptame usually has three flower stems with bright white flowers and stands out from a distance because of its height. The plant likes to grow in dry, bright forests and grasslands. There it is mostly found in the vicinity of small bushes. Diptame is valued for its positive effect on life force.* |
| | Eagleclaw | *The bellflower-like Eagleclaw has several flowers which are dark purple in color. In addition, it is notable for its garish green style. The flower loves shady spots deep in the forest as well as in thickets. It has healing properties.* |

## ALCHEMY INGREDIENTS: PLANTS

| VITALITY | ACCURACY | WILLPOWER | STRENGTH | MANA | HP | DURATION | POTION | DAMAGE | MISCELLANEOUS |
|---|---|---|---|---|---|---|---|---|---|
| — | — | — | +15 | — | — | 90 sec. | | — | — |
| — | — | — | +15 | — | — | 90 sec. | — | — | — |
| — | — | — | +15 | — | — | 90 sec. | — | — | — |
| +20 | — | — | — | — | — | 60 sec. | — | — | — |
| +15 | — | — | — | — | — | 90 sec. | — | — | — |
| — | — | — | — | — | — | — | — | fire -65% | — |
| — | — | +15 | — | — | — | 90 sec. | — | — | — |
| — | — | — | — | — | — | 60 sec. | — | — | Extends the duration of an effect. |
| — | — | — | — | — | — | — | — | light-ning -70% | — |
| +15 | — | — | — | — | — | 90 sec. | — | — | — |
| — | — | — | — | — | 650 | — | — | — | — |

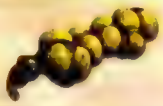
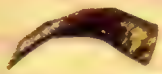
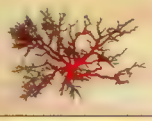
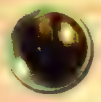
## ALCHEMY INGREDIENTS: PLANTS

| IMAGE | NAME | DESCRIPTION |
|---|---|---|
| | Friend to Foe | *The Friend to Foe has thick, cup-shaped leaves and bright white, umbel-like flowers. The plant's main habitat is the north of Antaloor. There you will find Friend to Foe in the forests and highlands. The herb helps to reduce necromancy damage.* |
| | Anemone | *The Anemone is a genuine mountain flower. The delicate white flowers often form a veritable carpet. Consuming the flowers will improve accuracy.* |
|  | Might of Nine | *The Might of Nine lives up to its name and is primarily found at high altitudes. The plant grows very close to the ground and has narrow, light silvery petals. The leaves are also quite bristly, so the plant is also commonly called Thistle. The flower has a positive effect on life force.* |
| | Mountain Breed | *The Mountain Breed is one of the rarest flower on Antaloor. It can't be confused with other flowers because of its yellow and red colored petals. The flower grows in rock crevices and is therefore found in mountainous regions. The plant, which has a healing effect, is also resident to smaller rock formations.* |
| | Aconite | *Aconite is not to be confused with Swordleaf. The flower has slightly larger blossoms that are reminiscent of an orchid. Otherwise the plant is very striking because its purple flowers. In use, Aconite prolongs the action of effects.* |
| | Angelica | *Angelica is notable more for its bright yellow leaves than its inconspicuous flowers. Notably, the plant grows in the mountains by streams and in thickets. It has a reinforcing effect on the impact of potions.* |
|  | Arborusia | *Arborusia is an undemanding plant with thick, fleshy leaves and small white flowers. It grows mainly in the glaciers of Antaloor, but has also spread sporadically to the lowlands. It enjoys high esteem because of its poison healing powers.* |
| | Boletus | *The Boletus is the epitome of fungi, with its bright style and dark brown cap. It can be pretty much found in all of Antaloor. It's very popular because of its healing power and good taste.* |
| | Heavy Toadstool | *The Heavy Toadstool has a short stem, but for that a sprawling cap. The slightly pink undertone intensifies into a dark red color near the middle of the cap. It has a positive effect on life force.* |
| | Red Toadstool | *The Red Toadstool, which is related to the Amanita Muscaria, is a survival artist and is prevalent in all of Antaloor. The striking mushroom has an invigorating effect.* |
| | Brown Toadstool | *Its colors are not as intense, but for that it has a larger, flatter cap. The undemanding mushroom can be found in forests, as well as in steppes and meadow landscapes. Consumption promotes accuracy.* |
| | Dotted Toadstool | *The Dotted Toadstool also belongs to the Red Toadstool genre. The detoxifying mushroom is hard to find because of its green color.* |
| | Lemon Toadstool | *The Lemon Toadstool is a very small fungus which is frequently found in groups. The light brown caps become lighter towards the edge. The fungi grow primarily on open meadows near large trees. It has a positive effect on life force.* |

## ALCHEMY INGREDIENTS: PLANTS

| VITALITY | ACCURACY | WILLPOWER | STRENGTH | MANA | HP | DURATION | POTION | DAMAGE | MISCELLANEOUS |
|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | | necro -70% | — |
| — | +15 | — | — | — | — | 90 sec. | — | — | — |
| +15 | — | — | — | — | — | 90 sec. | — | — | — |
| — | — | — | — | — | 300 | — | — | — | — |
| — | — | — | — | — | — | 30 sec. | — | — | Extends the duration of an effect. |
| — | — | — | — | — | — | — | +10% | — | Enhances the effect of a potion. |
| — | — | — | — | — | — | — | — | — | Removes the toxic effect of poison. |
| — | — | — | — | — | +200 | — | — | — | — |
| +10 | — | — | — | — | — | 5 min. | — | — | — |
| — | — | — | +10 | — | — | 5 min. | — | — | — |
| — | +10 | — | — | — | — | 5 min. | — | — | — |
| — | — | — | — | — | — | — | — | — | Removes the toxic effect of poison. |
| +10 | — | — | — | — | — | 5 min. | — | — | — |

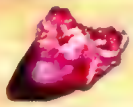
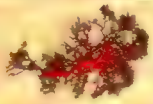
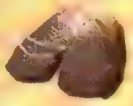
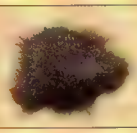
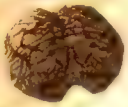
## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| IMAGE | NAME | DESCRIPTION |
|---|---|---|
|  | Ant's Modular Brain | *Ants are known for their great diligence and the brain focuses on that ability. To make a mutual interchange possible, a substance which increases a man's will-power is active within their modular brain. Can be found in the Savannah.* |
| | Ant's Wing | *The filigree structure seems useless at first, however possesses tremendous capabilities as a lightning rod. Can be found in the Savannah, among others.* |
| | Baboon's Lung | *Monkeys have inhaled many a poison cloud due to their close proximity to human dwellings. Their lungs seem to have magical cleansing capabilities. Can be found in the desert, among others.* |
| | Baboon's Tongue | *Not to be confused with the equally red backside of this monkey species, the tongue carries surprising qualities for the refinement of potions. Can be found in the Savannah, among others.* |
|  | Bear Claw | *Whoever was once caught by this claw knows how strong it is. These same qualities are also conveyed upon its alchemic user. Can be found in jungles, among others.* |
|  | Bear's Vein | *While this organ provided for proper care during life, it possesses a reconstructive alchemic effect. Can be found in forests, among others.* |
| | Beaver Fat | *The fat provided by these cute little animals is very popular with the rural population because of its strong healing effect and is therefore difficult to find. Can be found in swamps, among others.* |
| | Boar Tusk | *This extremely strong predator tooth also possesses surprising magical abilities which extend to the areas of fire. Can be found in jungles, among others.* |
|  | Cat's Eye | *The giant black cats often prowl in the vicinity of the magic altars, having optically inhaled their power. Can be found in jungles, among others.* |
| | Cat's Heart | *Strong as a panther is not just an expression, but is particularly true for this big cat's heart. Can be found in jungles, among others.* |
| | Crusher's Heart | *A tank needs a strong engine. Accordingly, the Crusher's heart is a high-performance machine that instills fear into the enemy. Can be found in the Swallows, among others.* |
| | Crusher's Tongue | *Crushers are the tanks of Antaloor. Even the tongue is virtually indestructible, and above all, fire resistant. Can be found in the Swallows, among others.* |
| | Cyclops' Eye | *This creature may have only one eye, but still has a lot to offer - even after the beings death. The magical defense forces, namely, remain unchanged providing practical services. Can be found in Vahkmaar, among others.* |

## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| VITALITY | ACCURACY | WILLPOWER | STRENGTH | MANA | HP | DURATION | POTION | DAMAGE | MISCELLANEOUS |
|---|---|---|---|---|---|---|---|---|---|
| ~ | ~ | +20 | ~ | ~ | ~ | 60 sec. | ~ | ~ | ~ |
| ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | lightning -75% | ~ |
| ~ | ~ | ~ | ~ | 1000 | ~ | ~ | ~ | ~ | ~ |
| ~ | ~ | ~ | ~ | ~ | ~ | 60 sec. | ~ | ~ | Extends the duration of an effect or a potion. |
| ~ | ~ | ~ | +15 | ~ | ~ | 60 sec. | ~ | ~ | ~ |
| +10 | ~ | ~ | ~ | ~ | ~ | 60 sec. | ~ | ~ | ~ |
| ~ | ~ | ~ | ~ | ~ | 1300 | ~ | ~ | ~ | ~ |
| ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | fire -65% | ~ |
| ~ | ~ | ~ | ~ | ~ | 350 | ~ | ~ | ~ | ~ |
| ~ | ~ | ~ | +10 | ~ | ~ | 60 sec. | ~ | ~ | ~ |
| ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | Enemies receive damage (150&) when the hero is attacked. |
| ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | fire -75% | ~ |
| ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | Enemies receive damage when the hero is attacked (150%). |

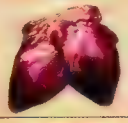
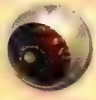
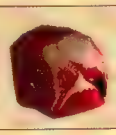
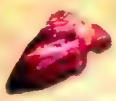
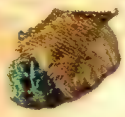
## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| IMAGE | NAME | DESCRIPTION |
|---|---|---|
|  | Demon's Heart | *The power of a demon's heart is enormous, and fortunately, this property also applies to potions in which the organ is used. Can be found in Vahkmaar, among others.* |
| | Dragon Scale | *The scales are very difficult to peel off. But the bigger problem should lie in killing the creature first. Rarely ever found.* |
| | Dragon's Eye | *He who can resist the dragon's gaze can consider himself lucky, also benefiting from the power of this visual organ. Can be found in Vahkmaar, among others.* |
| | Drakonai Eye | *Lizards are masters of camouflage and stealth. Whoever uses their eyes can hope for good health. Can be found in jungles, among others.* |
|  | Drakonai Vein | *While this organ provided for proper care during life, it possesses a protective alchemic effect. Can be found in jungles, among others.* |
| | Droser Giant Egg | *Even if the slimy white balls do not look appetizing, they contain very effective vitamins that have a positive impact on health. Can be found in coastal regions, among others.* |
| | Egg | *On the Antaloorian population's sustenance list for centuries; nothing can go wrong here. Can be found in the vicinity of settlements.* |
| | Flagelle | *The yellow-flowered Flagelle loves close proximity to cultivated land. That is why it is often found in nearby fields and villages. If taken, it will ensure a significant improvement in accuracy.* |
|  | Fox Liver | *A fox's liver has magical properties and was used as protection against lightning back in Antaloor's mists of time. This is true, even today. Can be found in all of Antaloor.* |
|  | Furball | *Even though this hairy monster looks rather unsavory, the effects of the indigestible ingredients are quite positive and strengthen your general condition. Can be found in all of Antaloor.* |
| | Gargoyle Wing Membrane | *These flying monsters are thoroughly magical. Particularly their thick-skinned wings contain strong force essences that can be utilized. Can be found in the Swallows, among others.* |
| | Gargoyle's Eye | *The visual organs of these flying fortresses bear enormous magical potential and can protect against fire. Can be found in the Swallows, among others.* |
|  | Ghoul Brain | *Ghouls are not exactly known for their intelligence, but the brain bears a surprising touch of tenacity. This carries over to the user. Can be found in caves, among others.* |

## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| VITALITY | ACCURACY | WILLPOWER | STRENGTH | MANA | HP | DURATION | POTION | DAMAGE | MISCELLANEOUS |
|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | +30% | — | Enhances the effect of a potion. |
| +50 | — | — | — | — | — | 60 sec. | — | — | — |
| — | — | +50 | — | — | — | 60 sec. | — | — | — |
| — | — | — | — | — | — | — | — | — | Takes away Mana instead of HP, reduces the loss ratio by 40%. |
| — | — | — | — | — | — | — | — | lightning -75% | — |
| — | — | — | — | — | 1200 | — | — | — | — |
| — | — | — | — | 1100 | — | — | — | — | — |
| — | +20 | — | — | — | — | 60 sec. | — | — | — |
| — | — | — | — | — | — | — | — | lightning -50% | — |
| +20 | — | — | — | — | — | 60 sec. | — | — | — |
| — | — | +30 | — | — | — | 60 sec. | — | — | — |
| — | — | — | — | — | — | — | — | fire -75% | — |
| — | — | +45 | — | — | — | 60 sec. | — | — | — |

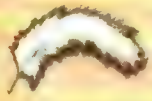
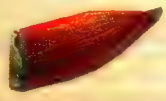
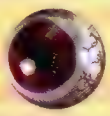
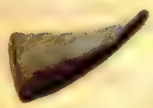
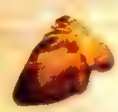
## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| IMAGE | NAME | DESCRIPTION |
|---|---|---|
| | Ghoul's Heart | *The Necromancer's cruel experiments did not pass by the Ghoul's central organ without effect. Fortunate for alchemists though! Can be found in dungeons, among others.* |
| | Golem's Life Scroll | *A delicate object is the last thing you would expect from this clumsy giant. Nevertheless, it exists and lives up to its name, especially in all fire-related matters. Can be found in jungles, among others.* |
| | Golem's Lifeforce Crystal | *The Golem Life-force Crystals have long been dismissed as a legend until a scientist was finally able to prove their existence beyond a reasonable doubt. Whoever finds the crystals can effectively stretch potions. Can be found in the desert.* |
|  | Heart of the Heartless | *Yes, they actually exist. Whoever finds this fine and particularly rare piece can use it in many ways in alchemy. Just give it a shot and try it out. Can be found in all of Antaloor.* |
| | Hyena Heart | *Even if hyenas are repulsive and spread nothing but death and terror, its heart, if anything, is very nutritious and healthy. Can be obtained in the Savannah, among others.* |
| | Hyena's Mutated Liver | *The Scavengers organ absorbs seemingly isolated magical abilities of victims that have been eaten, thus ensuring a certain amount of fire protection. Can be obtained in the Savannah , among others.* |
|  | Leraph's All-Seeing Eye | *Even if this organ is particularly powerful in all things visual, it also has magical properties in frost protection. Can be found in all of Antaloor.* |
| | Mantis Grasper | *This insect's pincers are strong - very strong. Powdered Chitin claw has a very similar effect. Can be found in jungles, among others.* |
| | Master's Finger | *This monster is a really tough opponent, but its claw is always worth the fight as it provides invisibility. Can be found in the Swallows, among others.* |
|  | Meat | *Meat fortifies. The same holds true for a good sausage, whipping your muscles into shape right along with the great taste that it brings along with it. Can be found in all of Antaloor.* |
|  | Minion's Heart | *This central organ fills the creature's huge anatomy with plenty of life and strength, creating similar characteristics with its own physique. Can be found in Vahkmaar, among others.* |
| | Mint Roots | *The essential oils in the roots of the mint have a purifying and detoxifying effect. Mint Roots have a laxative side effect.* |
|  | Mummy's Brain | *It is known that the undead no longer need life energy. Since the body produces some anyway, it is stored in the brain and can be extracted. Can be obtained in dungeons.* |

## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| VITALITY | ACCURACY | WILLPOWER | STRENGTH | MANA | HP | DURATION | POTION | DAMAGE | MISCELLANEOUS |
|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | Changes the effect to a different one of similar nature. |
| — | — | — | — | — | — | — | — | fire -60% | — |
| — | — | — | — | — | — | 120 sec. | — | — | Extends the duration of an effect or a potion. |
| — | — | — | — | — | — | — | — | — | Changes the effect to a different one of similar nature. |
| — | — | — | — | — | 500 | — | — | — | — |
| — | — | — | — | — | — | — | — | fire -50% | — |
| — | — | — | — | — | — | — | — | light-ning -70% | — |
| — | — | — | — | — | — | — | +20% | — | Enhances the effect of a potion. |
| — | — | — | — | — | — | 60 sec. | — | — | Invisibility |
| — | — | — | +20 | — | — | 60 sec. | — | — | — |
| — | — | — | +50 | — | — | 60 sec. | — | — | — |
| — | — | — | — | — | — | — | — | poison -50% | — |
| — | — | — | — | — | — | — | — | — | Resurrects the hero after death, with 60 Health Points. |

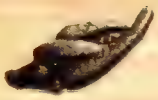
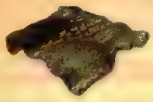
## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| IMAGE | NAME | DESCRIPTION |
|---|---|---|
| | Myrmidon Skull | *These objects are headstrong in the truest sense of the word. The procurement efforts will be sweetened by Myrmidon forces. Can be found in the Tower of Fangs, among others.* |
| | Necris Bone Marrow | *Anyone who performs an extensive extraction of skeleton marrow can expect plus points, particularly in the areas of precision. Can be found in dungeons, among others.* |
|  | Ostrich Feather | *The arduous plucking task will be rewarded with unique capabilities from the robust feathers of giant birds regarding shock damage. Can be obtained in the Savannah, among others.* |
| | Parrot Egg | *Salmonella or not - parrot's eggs are very nutritious and the perfect source of life in all situations. No matter whether raw or baked. Can be found in jungles, among others.* |
| | Pearl | *The fact that pearls are precious is nothing new, and these little white gems have got what it takes, revealing new perspectives in alchemic terms. Can be found in coastal regions, among others.* |
| | Pigeon Liver | *The Rats of the Air will eat almost anything, providing for an appropriately resistant liver. This property carries over to alchemic use. Can be found in all of Antaloor.* |
|  | Rage Muscle | *The Rage's muscle fibers are notorious for their explosive power, even after the death and gutting of the animal. Used properly, they provide the alchemist with similar capabilities. Can be found in jungles, among others.* |
| | Raven Feather | *While black feathers represent messengers of misfortune in the vernacular, they are the exact opposite in alchemy and provide for health. Can be found in all of Antaloor.* |
|  | Red Demon Eye | *He who survives the horrifying procedure of removing a stinking demons eye can consider himself lucky. The result is perfect fire protection! Can be found in Vahkmaar, among others.* |
| | Rhino Hide | *A tough hide is a must out on the free plains of the Savannah to protect against fierce storms. This ability also helps in alchemy. Can be found in the Savannah, among others.* |
|  | Rhino Horn | *Although this horn is often hawked by dubious dating agencies in Antaloor, its actual impact lies is the transformation of potions. Can be found in the Savannah.* |
| | Scapulari Brain | *The brains of these water-loving creatures possess a very special characteristic and are perfect for quick trips. Can be found in coastal regions, among others.* |
|  | Scapulari Heart | *These hearts took on plenty of magic due to the close relationship with Yatholen, the God of Water. Can be found in coastal regions, among others.* |

## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| VITALITY | ACCURACY | WILLPOWER | STRENGTH | MANA | HP | DURATION | POTION | DAMAGE | MISCELLANEOUS |
|---|---|---|---|---|---|---|---|---|---|
| — | — | — | +30 | — | — | 90 sec. | — | — | — |
| — | +20 | — | — | — | — | 60 sec. | — | — | — |
| — | — | — | — | — | — | — | — | light-ning -70% | — |
| — | — | — | — | — | 1200 | — | — | — | — |
| — | — | — | — | — | — | 120 sec. | — | — | Gives the hero the ability to walk on water. |
| — | — | — | — | — | — | — | — | — | Removes the toxic effect of poison. |
| — | — | — | +30 | — | — | 60 sec. | — | — | — |
| — | — | — | — | — | 300 | — | — | — | — |
| — | — | — | — | — | — | — | — | fire -75% | — |
| — | — | — | — | — | — | — | — | light-ning -50% | — |
| — | — | — | — | — | — | — | — | — | Changes the effect to a different one of similar nature. |
| — | — | — | — | — | — | 180 sec. | — | — | Gives the hero the ability to walk on water. |
| — | — | — | — | 2250 | — | — | — | — | — |

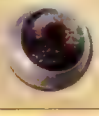
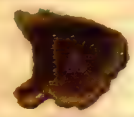
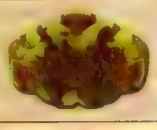
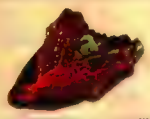
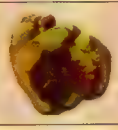
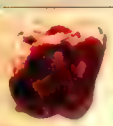
# ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| IMAGE | NAME | DESCRIPTION |
|---|---|---|
| | Scarab Carapace | *These nimble beetles are very reluctant to yield their protective shields, however the ground shell can work wonders. Can be found in dungeons, among others.* |
| | Scorpion Poison Gland | *Actually, one should possess this organ prior to a fight against a scorpion, as it strongly mitigates the creature's attacks. Processing can be risky, however. Can be found in the Savannah, among others.* |
|  | Scorpion's Pincer | *Those of you who have already been caught up in this clamp know how powerful it is. When ground up, a skilled alchemist can achieve the same effect. Can be found in coastal regions, among others.* |
| | Seagull Beak | *The preparation is quite difficult due to its hardness; the resulting flour manifests true qualities in the health sector during alchemic production. Can be found in coastal regions, among others.* |
|  | Shai-T'han's Skin | *This rare wight is Maliels creature. The skin absorbs electricity, thus ensuring special protection. Can be found in jungles, among others.* |
| | Slasher's Brain | *"Yeah!" Even a Scythe has a brain. It's not very large, but contains plenty of will to fight. Can be found in jungles, among others.* |
| | Slasher's Eye | *Slasher's are known for their fighting qualities, but the eyes also have their fair share of magic in them. Can be found in jungles, among others.* |
| | Snake Liver | *This organ has to work hard at the extermination of whole living beings. Particularly the diverse poison protection is a prime consideration. Can be found in swamps, among others.* |
| | Spider Eye | *These huge visual organs are difficult to process, however provide a surprising, princely reward for your bloody work. Can be found in caves, among others.* |
| | Spider Gland | *These glands will even protect spiders from themselves and possess a highly detoxifying capacity. This characteristic carries over to alchemy. Can be found in caves, among others.* |
| | Spider's White Eye | *Three eyes see more than two. He who gets the bloody procedure over with may not have an Oculus, but can build on added vision. Can be obtained in caves and in swamps.* |
| | Spinal Cord | *Those who don't have it are bad off; those who do have it will enjoy robust health in future damage events. Can be found in all of Antaloor.* |
| | Sting | *Sounds simple, and it is. The giant wasps poison soaked instruments of death perform their alchemic service in an opposite manner. Can be found in swamps, among others.* |

## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| VITALITY | ACCURACY | WILLPOWER | STRENGTH | MANA | HP | DURATION | POTION | DAMAGE | MISCELLANEOUS |
|---|---|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | — | — | — | Resurrects the hero after death, with 30 Health Points. |
| — | — | — | — | — | — | — | — | poison -70% | — |
| — | — | — | +20 | — | — | 60 sec. | — | — | — |
| — | — | — | — | — | 300 | — | — | — | — |
| — | — | — | — | — | — | — | — | light-ning -70% | — |
| — | — | +45 | — | — | — | 60 sec. | — | — | — |
| — | — | — | — | 3500 | — | — | — | — | — |
| — | — | — | — | — | — | — | — | poison -80% | — |
| — | — | — | — | — | — | 30 sec. | — | — | Invisibility. |
| — | — | — | — | — | — | — | — | — | Removes the toxic effect of poison. |
| — | +30 | — | — | — | — | 60 sec. | — | — | — |
| — | — | — | — | — | — | — | — | — | Resurrects the hero after death, with 50 Health Points. |
| — | — | — | — | — | — | — | — | poison -70% | — |

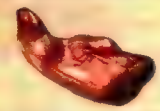
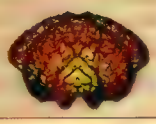
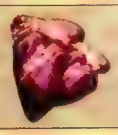
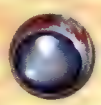
## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| IMAGE | NAME | DESCRIPTION |
|---|---|---|
| | Stinger's Brain | *These brains are essentially only good for driving creatures into battle. The use in potions is appropriately monosyllabic. Can be found in jungles, among others.* |
|  | Stinger's Eye | *The Stinger's eyesight doesn't look very good. But the eyes can still be used very well based on their alchemical effects. Can be found in jungles, among others.* |
| | Stinger's Lungs | *Because of their heavy body construction, these organs must always work hard and are accordingly vigorous during preparation. Can be found in jungles, among others.* |
| | Stinger's Tounge | *The tongues of these creatures are extremely long and the effect in alchemical terms lies within this area. Can be found in the Swallows, among others.* |
| | Tailer's Poison Gland | *Once defeated, the most dangerous part of this insects body transforms into the perfect protection against attacks by the same beings. Can be found in the Swallows, among others.* |
| | Tailer's Tail Tip | *With their tails raised up high, the tip makes for a perfect lightning rod. Alchemy can make use of this function. Can be found in the Swallows, among others.* |
|  | Tainted Skin | *Weather-beaten and worn, this good piece provides the best protection in all ways. Can be found in all of Antaloor.* |
|  | Tainted Coupled Liver | *This organ has stored all magical energy that was taken throughout the course of life. Can be found in all of Antaloor.* |
|  | Tainted Heart | *The heart is the basis of all life. As a power plant, it also serves to improve alchemy potions. Can be found in all Antaloor.* |
|  | Tainted Liver | *This organ seemingly absorbs isolated magical abilities of victims that have been eaten, thus ensuring a certain amount of frost protection. Can be obtained in the desert, among others.* |
| | Tainted Spinal Cord | *Here too, the necromancers had a hand in this, allowing dark magic to prevail with different creatures. Can be found in all of Antaloor.* |
| | Termite Eggs | *Small but nice. The search for this Antaloorian delicacy is not easy, but the effect compensates for many a drudgery. Can be found in the Savannah, among others.* |
|  | Trachidis Heart | *These insects are extremely persistent and survive under the most adverse conditions. Acting as a control center, the heart unites all positive qualities and is perfectly suitable for alchemy. Can be found in the desert, among others.* |

## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| VITALITY | ACCURACY | WILLPOWER | STRENGTH | MANA | HP | DURATION | POTION | DAMAGE | MISCELLANEOUS |
|---|---|---|---|---|---|---|---|---|---|
| — | — | +30 | — | — | — | 60 sec. | — | — | — |
| — | — | — | — | — | — | — | — | — | Changes the effect to a different one of similar nature. |
| — | — | — | — | — | — | — | — | light-ning -80% | — |
| — | — | — | — | — | — | 120 sec. | — | — | Extends the duration of an effect or a potion. |
| — | — | — | — | — | — | — | — | poison -75% | — |
| — | — | — | — | — | — | — | — | light-ning -75% | — |
| +30 | — | — | — | — | — | 60 sec. | — | — | — |
| — | — | — | — | 2500 | — | — | — | — | — |
| — | — | — | — | — | — | 60 sec. | — | — | Extends the duration of an effect or a potion. |
| — | — | — | — | — | — | — | — | cold -75% | — |
| — | — | — | — | — | — | — | — | necro -70% | — |
| — | — | — | — | — | 100 | — | — | — | — |
| — | — | — | — | — | — | 60 sec. | — | — | Extends the duration of an effect or a potion. |

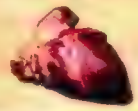
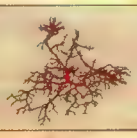
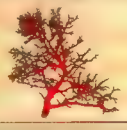
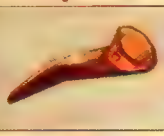
## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| IMAGE | NAME | DESCRIPTION |
|---|---|---|
| | Trachidis Egg | *An egg white and the yolk are good for your health, no question there. This also applies to these slightly larger representatives of that genus. Simply eat and feel good! Can be found in the desert, among others.* |
| | Unbroken Necris Jaw | *Skeletons can be very stubborn. Bone-hard in the truest sense of the word. These bones store such characteristics. Can be found in dungeons.* |
|  | Undamaged Ostrich Lung | *Giant birds are famous for their endurance, and their correspondingly large lungs provide extra air in alchemy for targeting. Can be obtained in the Savannah, among others.* |
| | Undead Brain | *It takes a great deal of willpower to move a zombie's limbs. The brain is therefore hardened in this regard, passing on its "knowledge" in alchemic terms. Can be found in swamps, among others.* |
| | Undead Thyroid | *These very rare and effective thyroid glands have already been through a lot while in the bodies of the undead, also appearing to have been blessed by Maliel. More protection than this is hardly possible. Can be found in dungeons.* |
|  | Unholy Brain | *These organs received a good pinch of necromantic energy and can be useful in a fight against the Dark Priests. Can be found in dungeons, among others.* |
| | Unicorn Horn | *This horn's powder is the ultimate potion. Many have searched for the horn, very few found it. Rarely ever found.* |
|  | Varn's Mutated Heart | *Like all hearts, this organ provides a health boost during alchemic cooking. Can be obtained in the desert, among others.* |
| | Vespine Wing | *The delicate structures of the giant wasps serve well as lightning rods. However, extreme caution should be exercised during processing, as otherwise the membranes will break. Can be found in swamps, among others.* |
| | Vulture Feather | *Emblematic as patient scavengers, this characteristic rubs off on the feathers of these birds. The essence is useful to prolong potions. Can be found in the desert, among others.* |
|  | Wyvern's Blind Eye | *Dazzled eyes cannot see. Simple logic. This fact, however, is very convenient as it is indirectly transferred to the user. Can be found in jungles, among others.* |
| | Warthog Fang | *Anyone who has ever hunted a warthog knows that this may take quite some time. The powdered teeth have a very similar effect. Can be found in the Savannah, among others.* |
| | Warthog's Mutated Kidney | *A warthog kidney has an utterly detoxifying effect - even if it is mutated. Can be found in the Savannah, among others.* |

## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| VITALITY | ACCURACY | WILLPOWER | STRENGTH | MANA | HP | DURATION | POTION | DAMAGE | MISCELLANEOUS |
|---|---|---|---|---|---|---|---|---|---|
| +30 | — | — | — | — | — | 60 sec. | — | — | — |
| — | — | +20 | — | — | — | 60 sec. | — | — | — |
| — | +10 | — | — | — | — | 60 sec. | — | — | — |
| — | — | +30 | — | — | — | 60 sec. | — | — | — |
| — | — | — | — | — | — | — | — | lightning -80% | — |
| — | — | — | — | — | — | — | — | necro -75% | — |
| — | — | — | — | — | 5000 | — | — | — | — |
| — | — | — | — | — | 1250 | — | — | — | — |
| — | — | — | — | — | — | — | — | lightning -70% | — |
| — | — | — | — | — | — | 60 sec. | — | — | Extends the duration of an effect or a potion. |
| — | — | — | — | — | — | 60 sec. | — | — | Invisibility |
| — | — | — | — | — | — | 60 sec. | — | — | Extends the duration of an effect or a potion. |
| — | — | — | — | — | — | — | — | — | Removes the toxic effect of poison. |

## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| IMAGE | NAME | DESCRIPTION |
|---|---|---|
| | Werebeast's Hide | *This inch-thick hull is the perfect protection for almost everything, but its use in lightning protection is nearly optimal. Can be found in the Swallows, among others.* |
| | Werebeast's Spinal Cord | *These creatures can jump extremely far thanks to their spinal cord. It would be astonishing if this were not transferable... Can be found in the Swallows, among others.* |
|  | Wolf Heart | *The Varn's shamans like to call themselves Wolf Heart and this has its reasons. The central organs in the body emit extremely high Mana values. Can be found in Savannah, among others.* |
|  | Wolfiend's Vein | *While this organ provided for proper care during life, it possesses a strengthening alchemic effect. Can be found in jungles, among others.* |
|  | Wolf's Vein | *While this organ provided for proper care during life, it possesses a reinforcing alchemic effect. Can be found in forests, among others.* |
|  | Wyvern Lacrimal Gland | *These tiny organs are very difficult to find in the heavily built bodies of these creatures, but are very good at keeping venomous attacks at bay. Can be found in coastal regions, among others.* |
| | Yellow Demon Eye | *He who survives the horrifying procedure of removing a stinking demons eye can consider himself lucky. The result is perfect fire protection! Can be found in Vahkmaar, among others.* |
| | Young Beaver's Heart | *Those who have the heart to slit open these cute animals will be rewarded with a rugged organ that has braved the cold waters Antaloor. Can be found in swamps, among others.* |

## SOME EXAMPLES OF POTIONS IN ANTALOOR:

| | | |
|---|---|---|
| | Healing Potions | *Healing potions are in five different sizes available and they can be found in whole Antaloor. You shouldn't start your adventure without enough healing potions in your inventory.* |
| | Mana Potions | *Mana potions are also in five sizes available. For magic characters these potions are essential goods.* |
| | Gunus Antidote | *This kind of potion is especially useful in swamp locations during or after fights with zombies, wolfiends and other undead creatures.* |

## ORGANS AND OTHER ANIMAL INGREDIENTS (ALPHABETICAL)

| VITALITY | ACCURACY | WILLPOWER | STRENGTH | MANA | HP | DURATION | POTION | DAMAGE | MISCELLANEOUS |
|---|---|---|---|---|---|---|---|---|---|
| ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | lightning -80% | ~ |
| ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | Extends the height and distance of jumps (400%). |
| ~ | ~ | ~ | ~ | 400 | ~ | ~ | ~ | ~ | ~ |
| ~ | ~ | ~ | +30 | ~ | ~ | 60 sec. | | ~ | ~ |
| ~ | ~ | ~ | ~ | ~ | ~ | ~ | +20% | ~ | Enhances the effect of a potion. |
| ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | poison -70% | ~ |
| ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | lightning -75% | ~ |
| ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | cold -50% | ~ |
| ~ | ~ | ~ | ~ | ~ | 250 - 25000 | ~ | ~ | ~ | ~ |
| ~ | ~ | ~ | ~ | ~ | ~ | 250 - 5000 | ~ | ~ | ~ |
| ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | Removes the toxic effect of poison. |

# WEAPONS

The numbers in the weapon statistics below indicate the damage points caused by the respective weapon. The final attack value depends on the development stage of you hero. As a ranger using bows and arrows you should invest into the basic skill "precision". For the usage of swords, axes, maces and polearms the "strength" skill is decisive.

## ONE-HANDED-SWORDS

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Short Blade | 2 | 6 | 1 | 105 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 7 | — | — | 579 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Chopper | 2 | 6 | 1 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 7 | — | — | 564 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Razor Sharp Gladius | 3 | 10 | 6 | 102 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 30 | — | — | 1.093 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Shiny Whittle | 2 | 10 | 6 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 30 | — | — | 1.091 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Gracile Cutlass | 4 | 15 | 11 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 67 | — | — | 1.667 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| War Baselard | 4 | 20 | 16 | 103 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 120 | — | — | 2.136 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Curved Falcata | 2 | 25 | 21 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 187 | — | — | 2.672 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Wheezy Yataghan | 4 | 25 | 21 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 187 | — | — | 2.730 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Executioner Blade | 3 | 30 | 26 | 110 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 270 | — | — | 3.326 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Elegant Mincer | 2 | 35 | 31 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 367 | — | — | 3.827 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Jabbing Falchion | 4 | 35 | 31 | 98 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 374 | — | — | 3.918 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Battle Espandon | 4 | 40 | 36 | 108 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 480 | — | — | 4.438 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Ornamental Tulwar | 3 | 40 | 36 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 480 | — | — | 4.522 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Orcish Bonesaw | 2 | 45 | 41 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 607 | — | — | 4.995 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Swirling Scimitar | 4 | 45 | 41 | 99 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 607 | — | — | 5.130 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Fanatic Oath | 4 | 50 | 46 | 107 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 750 | — | — | 5.546 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Sinister Saber | 5 | 50 | 46 | 101 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 735 | — | — | 5.759 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Crystal Sword | 3 | 10 | 56 | 95 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 1080 | — | 324 | 7.429 |

## TWO-HANDED-SWORDS

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Tasteful Flamberg | 6 | 15 | 6 | 88 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 45 | — | — | 1.138 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Tachi | 6 | 23 | 11 | 98 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 83 | — | — | 1.629 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Acute Ricasso | 6 | 25 | 16 | 87 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 180 | — | — | 2.263 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Fine Wakizashi | 6 | 33 | 21 | 101 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 233 | — | — | 2.803 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Stalwart Zweihaender | 6 | 35 | 26 | 92 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 405 | — | — | 3.502 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Traditional No-dachi | 6 | 43 | 31 | 102 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 458 | — | — | 3.807 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Demon Tamer | 6 | 45 | 36 | 90 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 720 | — | — | 4.863 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Ashos Sunrise | 6 | 53 | 41 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 758 | — | — | 5.041 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Dragon Spine | 6 | 55 | 46 | 92 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 1125 | — | — | 6.014 |

## POLEARMS

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Solid Stick | 5 | 6 | 1 | 110 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 8 | — | 593 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Steel Assegai | 5 | 6 | 1 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 10 | — | — | 612 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Rusty Impaler | 4 | 15 | 6 | 97 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 39 | — | — | 1.138 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Depraved Rogatina | 6 | 15 | 6 | 105 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 48 | — | — | 1.159 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Knaggy Pole | 5 | 15 | 11 | 105 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 80 | — | 1.647 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Weighted Lance | 5 | 18 | 11 | 102 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 100 | — | — | 1.733 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Gnarled Rod | 5 | 20 | 16 | 106 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 144 | — | 2.202 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Tribal War Fork | 8 | 25 | 16 | 101 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 156 | — | — | 2.264 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Cyclone Pollaxe | 6 | 25 | 16 | 109 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 192 | — | — | 2.286 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Thorny Staff | 5 | 25 | 21 | 107 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 224 | — | 2.791 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Wieldy Naginata | 5 | 28 | 21 | 97 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 280 | — | — | 2.920 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Bowed Wand | 5 | 30 | 26 | 102 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 324 | — | 3.363 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Tidal Wave Halberd | 5 | 35 | 26 | 110 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 432 | — | — | 3.597 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Lethal Taiaha | 7 | 35 | 31 | 108 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 440 | — | 3.955 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Elven Mancatcher | 5 | 38 | 31 | 98 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 550 | — | — | 4.226 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Oaken Kontos | 6 | 40 | 36 | 106 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 576 | — | 4.602 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Tsunami Lochaber Axe | 5 | 45 | 36 | 104 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 768 | — | — | 4.921 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Forged Spetum | 8 | 48 | 41 | 103 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 910 | — | — | 5.686 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Alabaster Otta | 6 | 50 | 46 | 109 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 900 | — | 5.850 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Tornado Guan Dao | 10 | 55 | 46 | 106 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 1200 | — | — | 6.240 |

## ONE-HANDED AXES

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Heavy Tabar | 4 | 6 | 1 | 95 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 2 | 5 | — | 571 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Splitting Maul | 4 | 10 | 6 | 102 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 7 | 22 | — | 1.105 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Proud Sagaris | 4 | 15 | 11 | 94 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 23 | 53 | — | 1.632 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Furious Adze | 3 | 20 | 16 | 109 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 30 | 90 | — | 2.168 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Military Twin Axe | 4 | 25 | 21 | 96 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 65 | 149 | — | 2.711 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Sturdy Hatchet | 4 | 30 | 26 | 102 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 67 | 202 | — | 3.301 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Crescent Moon Axe | 6 | 35 | 31 | 92 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 128 | 293 | — | 3.740 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Darksome Naga | 4 | 40 | 36 | 110 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 120 | 360 | — | 4.510 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Steel Butterfly | 6 | 45 | 41 | 98 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 212 | 485 | — | 5.125 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Feral Hurlbat | 6 | 50 | 46 | 101 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 187 | 562 | — | 5.000 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Crystal Axe | 3 | 10 | 56 | 88 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 540 | 540 | 324 | 7.059 |

## TWO-HANDED AXES

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Stark Broad Axe | 6 | 6 | 1 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 7 | 1 | — | 578 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Patient Teacher | 7 | 10 | 6 | 107 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 10 | 34 | — | 1.000 |

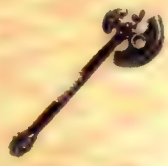
| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Antaloorian Axe | 7 | 15 | 11 | 102 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 67 | 16 | — | 1.618 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Heavenquake | 7 | 20 | 16 | 98 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 42 | 138 | — | 2.222 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Wild Barbarous Axe | 8 | 25 | 21 | 98 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 187 | 46 | — | 2.794 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Vulcanic Eruptor | 8 | 30 | 26 | 106 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 94 | 310 | — | 3.337 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Honest Francisca | 9 | 40 | 36 | 101 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 480 | 120 | — | 4.636 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Witch Moth | 8 | 40 | 36 | 103 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 168 | 552 | — | 4.684 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Dwarven Ono | 10 | 45 | 41 | 99 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 607 | 151 | — | 5.188 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Mousy Decapitator | 10 | 50 | 46 | 101 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 262 | 862 | — | 5.779 |

## ONE-HANDED MACES

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Tough Baton | 2 | 6 | 1 | 105 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 7 | — | 581 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Ogre Club | 5 | 6 | 1 | 108 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 8 | — | 593 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| The Warlord | 4 | 4 | 1 | 105 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 6 | — | 578 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Battle Hammer | 6 | 10 | 6 | 93 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 7 | 30 | — | 1.089 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Commander Lathi | 3 | 15 | 11 | 110 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 6 | 60 | — | 1.631 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Fine Morningstar | 6 | 15 | 11 | 106 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 83 | — | 1.636 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Brute Warhammer | 5 | 20 | 16 | 96 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 30 | 120 | — | 2.168 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Improved Morningstar | 5 | 25 | 21 | 104 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 233 | — | 2.742 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Guru Sjambok | 2 | 30 | 26 | 108 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 54 | 216 | — | 3.288 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Crusher | 5 | 30 | 26 | 94 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 67 | 270 | — | 3.288 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Colossus Slayer | 5 | 35 | 31 | 107 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 458 | — | 3.918 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Thunder Warhammer | 5 | 40 | 36 | 97 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 120 | 480 | — | 4.407 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Wired Club | 3 | 45 | 41 | 111 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 607 | — | 5.065 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Heavy Mace of Woe | 6 | 45 | 41 | 109 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 758 | — | 5.155 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Legendary Warhammer | 6 | 50 | 46 | 93 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 187 | 750 | — | 5.579 |

# TWO-HANDED MACES

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Long Club | 5 | 10 | 1 | 98 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 8 | — | 585 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Angry Maul | 7 | 15 | 6 | 95 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 45 | — | 1.110 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Hobnailed Club | 6 | 23 | 11 | 102 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 83 | — | 1.668 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Heavy Grinder | 8 | 25 | 16 | 93 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 180 | — | 2.234 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Heavy Bludgeon | 7 | 33 | 21 | 103 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 233 | — | 2.809 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Hammer of Amends | 6 | 35 | 26 | 97 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 405 | — | 3.392 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Steel Menace | 6 | 43 | 31 | 101 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 458 | — | 3.951 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Hammer of Destruction | 9 | 45 | 36 | 94 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 720 | — | 4.617 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Spiked Shredder | 7 | 53 | 41 | 102 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 758 | — | 5.288 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Throglin's Hammer | 9 | 55 | 46 | 96 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | — | 1125 | — | 5.941 |

## DAGGERS

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Horned Dagger | 1 | 1 | 5 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 5 | — | — | 500 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Simple Dagger | 1 | 1 | 5 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 5 | — | — | 500 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Dirty Dagger | 1 | 1 | 5 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 5 | — | — | 500 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Hacking Dagger | 1 | — | 1 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 5 | — | — | 500 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Toothed Dagger | 1 | — | 2 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 9 | — | — | 600 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Daggered Death | 1 | — | 4 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 11 | — | — | 800 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Strong Dschambija | 1 | — | 5 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 15 | — | — | 900 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| The Shadow | 1 | — | 5 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 18 | — | — | 900 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Tanto | 1 | — | 7 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 29 | — | — | 1.100 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Kindschal | 1 | — | 8 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 38 | — | — | 1.200 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Assassin's Delight | 1 | — | 10 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 34 | — | — | 1.400 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Stiletto | 1 | — | 11 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 45 | — | — | 1.500 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Bronze Dagger | 1 | — | 13 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 64 | — | — | 1.700 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Slim Dschambija | 1 | — | 14 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 79 | — | — | 1.800 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Flamed Dagger | 1 | — | 16 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 108 | — | — | 2.000 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Blade of the Ask'an | 1 | — | 17 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 78 | — | — | 2.100 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Pronged Death | 1 | — | 19 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 106 | — | — | 2.300 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Dwarven Dagger | 1 | — | 20 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 129 | — | — | 2.400 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Dwarven Beavertail Dagger | 1 | — | 22 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 166 | — | — | 2.600 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Powerful Dwarven Dagger | 1 | — | 23 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 195 | — | — | 2.700 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Bulky Brute | 1 | — | 25 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 150 | — | — | 2.900 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Throglin's Oath | 1 | — | 26 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 182 | — | — | 3.000 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Handy Andy | 1 | — | 28 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 230 | — | — | 3.200 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Curved Elven Dagger | 1 | — | 29 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 268 | — | — | 3.300 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Bizarre Elven Dagger | 1 | — | 31 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 330 | — | — | 3.500 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Death Unseen | 1 | — | 33 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 246 | — | — | 3.700 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Filigree Elven Dagger | 1 | — | 34 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 291 | — | — | 3.800 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Powerful Elven Dagger | 1 | — | 36 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 360 | — | — | 4.000 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Elven Death | 1 | — | 37 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 415 | — | — | 4.100 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Winged Ritual Knife | 1 | — | 39 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 498 | — | — | 4.300 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Ritual Blade | 1 | — | 42 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 427 | — | — | 4.600 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Sweet Dreams | 1 | — | 45 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Sharp | Bludgeoning | Spectral | |
| | 594 | — | — | 4.900 |

| NAME | Weight | Required Strength | Required Level | Attack Speed |
|---|---|---|---|---|
| Fare Thee Well | 1 | — | 46 | 100 |
| | DAMAGE | | | BASIC PRICE |
| | Slashing | Bludgeoning | Spectral | |
| | 675 | — | — | 5.000 |

## BOWS

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Eaglewings | 2 | 4 - 7 | 1 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 4 | — | 48 | 550 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Short Retort | 2 | 1 | 1 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 4 | — | 50 | 552 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Thorned Bow | 2 | 4 | 1 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 4 | — | 30 | 531 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Aziraal's Bow | 3 | 11 | 4 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 12 | — | 30 | 834 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| The Bow | 2 | 5 - 10 | 4 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 12 | — | 47 | 853 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Eaglewings of Power | 2 | 4 - 7 | 6 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 20 | — | 49 | 1.059 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Long John of Power | 2 | 5 - 10 | 8 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 28 | — | 51 | 1.265 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Long John | 2 | 5 - 10 | 10 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 38 | — | 48 | 1.466 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Bow of Darkness | 3 | 5 - 10 | 12 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 50 | — | 47 | 1.671 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Fanged Bow of Horn | 4 | 15 | 12 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 50 | — | 30 | 1.645 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Nightbow | 3 | 5 - 10 | 14 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 64 | — | 49 | 1.880 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Small Reinforced Bow | 3 | 8 - 15 | 16 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 80 | — | 51 | 2.092 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Reinforced Bow | 3 | 8 - 15 | 18 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 96 | — | 54 | 2.306 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Bamboo Plaited Bow | 3 | 8 - 15 | 20 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 114 | — | 55 | 2.518 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Plaited Bow | 3 | 8 - 15 | 22 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 134 | — | 54 | 2.726 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Steel Bow | 4 | 10 - 20 | 24 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 156 | — | 55 | 2.941 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Composite Bow | 4 | 10 - 20 | 26 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 180 | — | 47 | 3.132 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Acacia Bow | 4 | 13 - 25 | 28 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 204 | — | 48 | 3.346 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Oak Bow | 4 | 10 - 20 | 30 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 230 | — | 49 | 3.562 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Jade Bow | 4 | 13 - 25 | 32 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 258 | — | 51 | 3.783 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| The Glorious Bow | 4 | 13 - 25 | 34 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 288 | — | 54 | 4.010 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Yew Bow | 5 | 15 - 30 | 36 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 320 | — | 50 | 4.210 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Elm Bow | 5 | 15 - 30 | 38 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 352 | — | 49 | 4.421 |

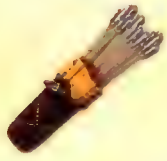
| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Airsplitter | 5 | 20 - 40 | 40 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 386 | — | 50 | 4.643 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| The Eyecatcher | 5 | 18 - 35 | 42 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 422 | — | 51 | 4.866 |

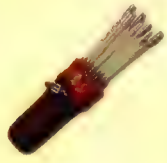
| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| Whistling Death | 5 | 23 - 45 | 44 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 460 | — | 50 | 5.080 |

| NAME | Weight | Required Accuracy | Required Level | Attack Speed |
|---|---|---|---|---|
| The Bow of Fate | 5 | 20 - 40 | 46 | 100 |
| | DAMAGE | | Maximum Bow Range | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 500 | — | 54 | 5.324 |

## QUIVERS



| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| Robust Quiver | 2 | 5 | 1 | 5 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 2 - 4 | — | 24 - 40 | 150 |



| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| Leather Quiver | 2 | 5 | 2 | 5 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | — | 5 - 9 | 23 - 40 | 180 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| Basic Quiver | 2 | 5 | 4 | 5 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 9 - 17 | — | 21 - 43 | 240 |

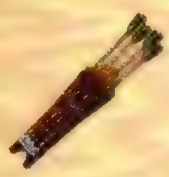
| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| Silver Shield Strong Quiver | 2 | 9 - 14 | 6 | 9 - 14 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 15 - 28 | — | 23 - 39 | 300 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| Patterned Shield Strong Quiver | 2 | 5 - 15 | 8 | 5 - 15 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | — | 21 - 39 | 22 - 42 | 360 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| Blue'n'Red Strong Quiver | 3 | 6 - 16 | 10 | 6 - 16 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 29 - 55 | — | 24 - 40 | 420 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The Eagle Quiver | 3 | 7 - 17 | 12 | 7 - 17 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 39 - 71 | — | 24 - 43 | 480 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The Hawk Quiver | 3 | 8 - 18 | 14 | 8 - 18 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | — | 50 - 91 | 21 - 40 | 540 |

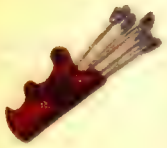


| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The Falcon Quiver | 3 | 9 - 19 | 16 | 9 - 19 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 61 - 114 | — | 23 - 39 | 600 |

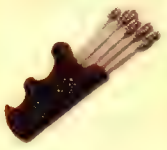
| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| Open Quiver | 3 | 10 - 20 | 18 | 10 - 20 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 72 - 135 | — | 23 - 42 | 660 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| Hunter's Quiver | 4 | 11 - 21 | 20 | 11 - 21 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | — | 89 - 163 | 21 - 43 | 720 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The Buzzard's Eye Quiver | 4 | 12 - 22 | 22 | 12 - 22 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 105 - 193 | — | 24 - 40 | 780 |



| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The Noble Quiver | 4 | 13 - 23 | 24 | 13 - 23 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 118 - 219 | — | 23 - 40 | 840 |

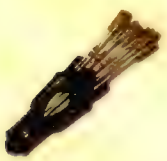


| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| Red Beauty Quiver | 4 | 14 - 24 | 26 | 14 - 24 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | — | 138 - 253 | 21 - 43 | 900 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| Yellow Beauty Quiver | 4 | 15 - 25 | 28 | 15 - 25 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 159 - 289 | — | 21 - 42 | 960 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The "Work of Art" | 5 | 16 - 26 | 30 | 16 - 26 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | — | 175 - 330 | 24 - 40 | 1.020 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The "Joy to Behold" | 5 | 17 - 27 | 32 | 17 - 27 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | — | 196 - 367 | 23 - 43 | 1.080 |



| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The "Thing of Beauty" | 5 | 18 - 28 | 34 | 18 - 28 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 221 - 411 | — | 24 - 43 | 1.140 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The "Brown Claw" Quiver | 5 | 19 - 24 | 36 | 19 - 24 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 249 - 460 | — | 23 - 42 | 1.200 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The "Dark Claw" Quiver | 5 | 20 - 30 | 38 | 20 - 30 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | — | 271 - 503 | 22 - 40 | 1.260 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The "Green Claw" Quiver | 6 | 21 - 31 | 40 | 21 - 31 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 301 - 553 | — | 23 - 42 | 1.320 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| Ornate Quiver | 6 | 22 - 32 | 42 | 22 - 32 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 334 - 596 | — | 23 - 40 | 1.380 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The "Artist" Quiver | 6 | 23 - 33 | 44 | 23 - 33 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | — | 354 - 662 | 21 - 39 | 1.440 |

| NAME | Weight | Required Accuracy | Required Level | Required Vitality |
|---|---|---|---|---|
| The "Magnificent" Quiver | 6 | 24 - 34 | 46 | 24 - 34 |
| | DAMAGE | | Arrow speed | BASIC PRICE |
| | Slashing | Bludgeoning | | |
| | 390 - 710 | — | 22 - 42 | 1.500 |

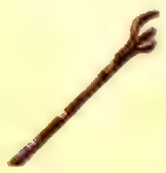
# MAGE STAFFS

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Apprentice Air Staff | 2 | – | 1 | Air Magic 1 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Electric \| Shock | | |
| | 1 | 14 | + 7% | 627 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Air Staff | 2 | 10 | 5 | Air Magic 2 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Electric \| Shock | | |
| | 4 | 48 | + 9% | 1.082 |

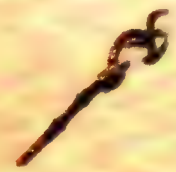
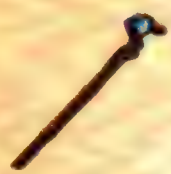
| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Senior Air Staff | 3 | 20 | 11 | Air Magic 3 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Electric \| Shock | | |
| | 13 | 134 | + 11% | 1.796 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Master Air Staff | 3 | 35 | 17 | Air Magic 5 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Electric \| Shock | | |
| | 26 | 264 | + 13% | 2.568 |

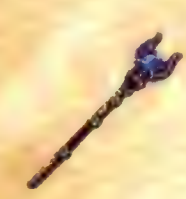
| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Archmage Air Staff | 4 | 50 | 23 | Air Magic 6 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Electric \| Shock | | |
| | 43 | 436 | + 15% | 3.395 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Apprentice Fire Staff | 2 | – | 1 | Fire Magic 1 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Fire | | |
| | 1 | 14 | + 7% | 627 |

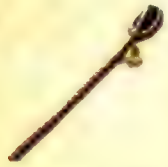
| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Fire Staff | 2 | 10 | 5 | Fire Magic 2 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Fire | | |
| | 4 | 48 | + 9% | 1.067 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Senior Fire Staff | 3 | 20 | 11 | Fire Magic 3 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Fire | | |
| | 13 | 134 | + 11% | 1.821 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Master Fire Staff | 3 | 35 | 17 | Fire Magic 5 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Fire | | |
| | 26 | 264 | + 13% | 2.568 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Archmage Fire Staff | 4 | 50 | 23 | Fire Magic 6 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Fire | | |
| | 43 | 436 | + 15% | 3.453 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Apprentice Water Staff | 2 | — | 1 | Water Magic 1 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Cold \| Frost | | |
| | 1 | 14 | + 7% | 604 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Water Staff | 2 | 10 | 5 | Water Magic 2 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Cold \| Frost | | |
| | 4 | 48 | + 9% | 1.052 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Senior Water Staff | 3 | 20 | 11 | Water Magic 3 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Cold \| Frost | | |
| | 13 | 134 | + 11% | 1.747 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Master Water Staff | 3 | 35 | 17 | Water Magic 5 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Cold \| Frost | | |
| | 26 | 436 | + 13% | 2.490 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Archmage Water Staff | 4 | 50 | 23 | Water Magic 6 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Cold \| Frost | | |
| | 43 | 436 | + 15% | 3.279 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Apprentice Earth Staff | 2 | — | 1 | Earth Magic 1 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | | | |
| | 14 | | + 7% | 614 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Earth Staff | 2 | 10 | 5 | Earth Magic 2 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | | | |
| | 48 | | + 9% | 1.063 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Senior Earth Staff | 3 | 20 | 11 | Earth Magic 3 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | | | |
| | 134 | | + 11% | 1.757 |

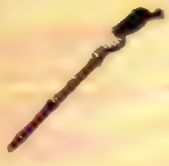
| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Master Earth Staff | 3 | 35 | 17 | Earth Magic 5 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | | | |
| | 264 | | + 13% | 2.500 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Archmage Earth Staff | 4 | 50 | 23 | Earth Magic 6 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | | | |
| | 436 | | + 15% | 3.343 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Apprentice Necro Staff | 2 | — | 1 | Necromancy 1 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Poison | | |
| | 1 | 21 | + 7% | 646 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Necro Staff | 2 | 10 | 5 | Necromancy 2 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Poison | | |
| | 4 | 72 | + 9% | 1.094 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Senior Necro Staff | 3 | 20 | 11 | Necromancy 3 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Poison | | |
| | 13 | 201 | + 11% | 1.845 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Master Necro Staff | 3 | 35 | 17 | Necromancy 5 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Poison | | |
| | 26 | 396 | + 13% | 2.726 |

| NAME | Weight | Required Level | Req. Willpower | Req. Skill-Level |
|---|---|---|---|---|
| Archmage Necro Staff | 4 | 50 | 23 | Necromancy 6 |
| | DAMAGE | | BONUS Willpower | BASIC PRICE |
| | Bludgeoning | Poison | | |
| | 43 | 654 | + 15% | 3.656 |

# TIPS & TRICKS

## ADDITIONAL SKILL POINTS

At first glance, you might find one or two of the talents in the game just a mite... let's say ...uninteresting? After all, if you're a warrior, no one in his right mind would ask you to learn the gentle art of Alchemy, would he? Or if you've chosen to become a Mage, why should you learn how to manipulate a lockpick? Let's face it, you've learned the ins and outs of the magic arts, so that should be enough...

Helloooo! Time to wake up! You should definitely learn talents like "***Lock-picking***", "***Alchemy***" and "***Thievery***" and here's why... if you use these talents regularly and successfully, you'll more often than not receive a bonus skill point, which you can then invest in a talent of your choice.
Remember to keep an eye on your personal reputation too - then you'll know exactly how many locks and potions you still have to pick and brew respectively!

## THE VANISHING TRICK

OK, so you're not crazy about skirmishing with the hordes of Antaloor's monsters right now, because maybe your supply of healing potions has seen better days? In situations like this, try to stock up on ***invisibility potions***. Look for spiders - their eyes can make you invisible!
In Multiplayer Mode, you can access a plentiful supply of these precious elixirs by taking on the mission called "The Sarcophagus" in Adventure mode – and if you're successful, you'll acquire the Master's Finger.

## HUNTERS AND GATHERERS

At some time during the game, you'll probably think that you're drowning in resources and basic constituents - but just keep on gathering and collecting everything you can find and break it all down... and don't trade every object you have for auras!
You'll realize the benefits of this approach later in the game, when you can use relevant skills like Metallurgy + Weapon Forging to upgrade a weapon by up to 20 levels... then you'll see your "inexhaustible" supply of resources melting away faster than you can press that weapon forging button.

## THE UPSTART (MP)

From around level 30, the amount of time & effort required for your multiplayer character to level up will increase... and this is where establishing a village could prove to be a source of valuable experience points for you. When you've finally built your architectural masterpiece, hang around for a while - the village leader will eventually give you a different piece of advice every 10 to 15 minutes - and when you act on his jewels of information, you'll get experience points! If you happen to get a bad attack of the "I gotta get out of here(s)" while you're waiting, try browsing through the Solution Guide... it's easy reading!

## WAIT, THINK AND BE PATIENT...

Sometimes it can pay off to wait a little before you allocate your skill points. Patience and a well thought-out development of attributes could save you a trip to the Soul Patcher.

## HERB COLLECTING FOR ADVANCED ADVENTURERS (MP)

You can never have enough healing potions in your pack, especially if you like hunting monsters in Multiplayer mode! Try investing a few auras in an Alchemy skill book - then you can brew potions from ingredients you would usually collect on your travels anyway.
**Tip:** In Adventure mode, go alone to the location of the final mission called "The Marshland", but ignore the actual task - just go out and fill your pack with as many herbs as you can. You'll find plenty of Lavender and Blue Eye in the swamp - ideal ingredients for a powerful healing potion!

## OPEN SESAME!

Uh-huh... so you're going through more lockpicks than the Beagle Boys? Then here's a little treat for all light-fingered Antaloorians - it's Trick Number 17 in the famous book, "How to Pick a Lock while the nearby Guard picks his Nose", written by Slitherin' Slim Silentio. If a particular lock seems too hard to pick, you can simply quit and restart the mini-game. When you do this, the positioning of the lock levels is also reshuffled. After a few attempts you should have a lock to pick in which all the levels are almost in parallel.

## ANTALOOR FOR INSATIABLE ADVENTURERS

When the curtain closes on Antaloor at the end of the game, don't be depressed - just remember the Dwarves' ancient motto, "No need to feel blue, I gotta lot still to do!" Yep, that's right! You can continue to explore Antaloor, even complete open quests and start new ones!

## COMPARE PRICES - IT'S WORTH IT!

Not all merchants buy and sell a particular item at the same price. Compare their selling prices - and sell your items to the highest bidder. If your reputation increases in a particular guild, for example, that could mean more money in your pockets - but only if you go to that guild's merchant!

## OK, HOW ABOUT SOME MULTITASKING, HUH?

While you're waiting for one skill to load, make use of your free time - use a different skill for defense.

## THE OBSTINATE HERO

Flexibility is very important during combat - so when you're starting to think that your opponent might just be too good for you, the best thing to do is change your weapon and try out a different type of damage. Adopt an attitude like "OK, this opponent's good, but I'll get him in the end", and anyone who comes by later will really love your impression of a dodo...

## MONSTERS ARE CREATURES OF HABIT TOO!

Some creatures always remain in the surroundings they know - and others can't enter certain regions. Study monsters' behavior to learn exactly where they can hide from you.

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Art.-No. | SKU: BK1006
ISBN: 978-3940252-15-9

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